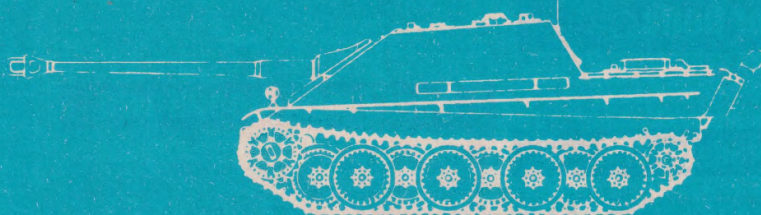




MILITARY SIMULATIONS PTY. LTD.



MAIL ORDER CATALOG

Winter 1998

MILITARY SIMULATIONS

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Prices in this catalog are subject to change without prior notice.

Star Craft - \$90.00

WarCraft goes to the stars! In *Star Craft*, the only allies are enemies. Uses *WarCraft*'s wonderful game engine, also used by games such as *Red Alert*. There are three unique alien species. The Nomadic Terrans, mysterious Protoss, or voracious Zerg. You must devise totally unique strategies to master the specialized units, abilities and technologies of each. Up to 8 player internet support. An unequaled campaign editor. Construct individual missions or entire campaigns with unrivaled options and ease. Revolutionary special effects. Real-time light sourcing, true line of sight and an advanced translucency engine combine for unparalleled visual and tactical realism. Multiple theaters of battle: engage in a deadly mix of space combat, planetary assault and covert base infiltration. Command Ghost Espionage Agents, Protoss High Templars, and Zerg Defilers as you seek to conquer the galaxy. **IBM Requires: Pentium 120, Win'95, 16mbRAM, 4spCD-ROM, SVGA, Hard Disk.**

Star Wars Rebellion - \$90.00

Galactic colonization and conquest on an epic scale, set in the *Star Wars* universe. Take control of either the Rebel Alliance or the Galactic Empire as you vie for the support of up to 200 worlds. The real-time environment will test your strategic mettle at every turn. Features comprehensive resource management. Strategic aspects of the game let you manage manufacturing which includes dozens of capital ship types such as Star Destroyers and freighters, as well as eight types of fighters, resources, fleet deployment and mission assignments. Also features an innovative 3D battle simulation where you take complete control of entire battlefleets of space ships in dramatic battle sequences, almost a separate game in itself. There are dozens of characters for both the Rebel Alliance and Empire. Can be played two player. Looks absolutely fantastic. **IBM Requires: 4spCD-ROM, SVGA, Pentium 100 (for2 player, Pen 90 for 1 player), hard disk, 16mbRAM.**

24 Years of Service

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

The Show Room

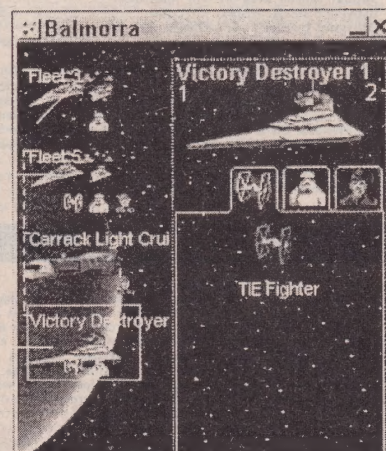
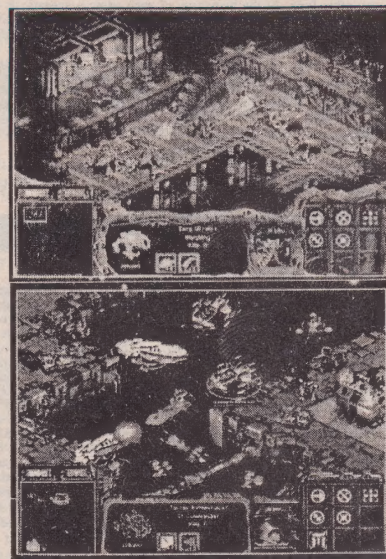
Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.30am to 1.00pm on the first and third Saturdays of each month.

Gift Vouchers

We now offer Gift Vouchers. Just send us the money to the value of the voucher that you require, and we will send back the voucher to you.

Mil Sims Mid-Year Warehouse Sale

We are having our grand mid-year warehouse sale on Saturday, June 13th, from 8.30am - 12.00pm. Address is 14/136 Cochranes Road, Moorabbin. It's in the warehouse behind Mil Sims.



Credit Card Phone Orders Welcome

- ☛ Ring us between 8.30am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.
- ☛ If it is, quote your Bankcard/Mastercard/VISA card number and we'll get your order off to you in 24 hours.

Ansett Express Delivery

If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra \$5.00 for each \$100 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

Enquiries

Our phone service operates from 8.30am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.

Second Hand Games

Tired of those un-used games lying around the house? Take advantage of our second hand service. Send us a list or bring them into the showroom, and our staff will make you a reasonable offer for any title we are interested in. We will give you credit vouchers or stock to the value that we offer for the item/s.

COLLECTABLE TRADING CARD GAMES

Color Code

- New Item Now Available and in Stock
■ New Item Not Yet Released

Aliens Predator CCG

To be released by a co-operation between HarperPrism and Precedence Printing. There will be three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. At the beginning of each game a scenario is chosen and each deck type has different goals. Predator's goal is to collect trophies... and the more equipment he starts with, the more trophies he has to win. The Aliens start the weakest and with very limited numbers... their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms. Terrain cards create customised battlefields. Initial scenarios are set on a starship and at an outpost.

Alien Starter Deck (60 cards + rules)	\$14.95
Predator Starter Deck (60 cards + rules)	\$14.95
Marine Starter Deck (60 cards + rules)	\$14.95
Alien Predator Booster Pack (15 cards)	\$4.95
Alien Predator Booster Display (540 cards)	\$162.00

Babylon 5

PRE Babylon 5 Limited Edition

By Precedence, based on the very popular syndicated TV series. Each of the four primary races, Narn, Centauri, Human and Minbari are represented by different Starter Decks. They come with 50 fixed cards and 10 random ones, to ensure great play out-of-the-box. There are 24 booster packs to a booster display and the set consists of over 440 cards. To play, choose any point of view in the B5 universe and then create your own victory conditions via Agenda cards. For example, a player might choose an Agenda called *The Glory of the Old Republic*, which would emphasize scoring by increasing the dominance of the Centauri in the universe. Characters can also have personal Agendas which accelerate a player towards victory. For example, Sheridan would like to know what happened to his wife. In essence, B5 is a multi-level game involving politics, intrigue, and ship to ship combat. The unique gameplay faithfully recreates the series, emphasis is on politics, not on combat. And each race has a tension marker with each other race, and before you can go to war with someone, you need to increase the tension level through a number of minor aggressive events. Cards look great, too. I collected almost the whole set.

Narn Starter Deck 60 cards, rules, dice	\$17.00
Centauri Starter Deck 60 cards, rules, dice	\$17.00
Earthforce Starter Deck 60 cards, rules, dice	\$17.00
Minbari Starter Deck 60 cards, rules, dice	\$17.00
Babylon 5 Starter Display 720 cards	\$183.00
Babylon 5 Starter Pack 8 cards	\$3.75
Babylon 5 Booster Display 192 cards	\$81.00

PRE The Shadows Limited Edition Due early May

Focuses on the second half of year 2 and all of year 3. Includes cards that represent the awesome destructive capability of Shadow and Vortan capital ships, as well as various ships in the White Star Fleet. Has President Clark and Emperor Cartagia. A darker Londo Mollari will be presented, and 200 cards have been signed by Ed Wasser, ie, Morden. There are 200 new cards in the set.

The Shadows Booster Pack 12 cards	\$4.95
The Shadows Booster Display 216 cards	\$81.00

BattleTech

WIZ BattleTech White Border

An all new trading card game from the makers of Magic the Gathering. Based on FASA's BattleTech boardgame, this newest trading card game roars to life with armored combat set in the 31st century. Cards feature individual BattleMechs, stars of armored infantry, regular infantry companies, legendary characters, etc! In the BattleTech boardgame you control lanes of four mechs, in this card game you are a high ranking general or House leader, who uses mechs and subterfuge to defeat his enemies. There are three different types of cards: mechs, which are the combatants of the game (and lots of them!), mission cards, which are meant to aid your mechs or hinder those of your opponent, and command cards, which represent the resources you use to build, or construct, your mechs and other projects. There are over 300 cards in the set.

BattleTech Starter Deck 60 cards, rules, dice	\$8.50
BattleTech Starter Display 720 cards	\$77.00
BattleTech Starter Pack 15 cards	\$2.50
BattleTech Booster Display 540 cards	\$77.00

BattleTech 3rd Edition Due June

Clan Preconstructed Starter Deck 60 cards + rules	\$15.50
Innersphere Preconstructed Starter Deck 60 cards + rules	\$15.50
BattleTech 3rd Ed Booster Pack 15 cards	\$5.00
BattleTech 3rd Ed Booster Display 15 cards	\$162.00

Counterstrike Booster Pack 15 cards	\$2.75
Counterstrike Booster Display 540 cards	\$85.00

The first expansion to BattleTech brings new Mechs and legendary personalities to the battlefield. Players can add the abilities of the universe's most powerful warriors, such as Adam Steiner and Ulrich Kerensky, and new mechs such as Daishi Prime, Annihilator, Hermes. Mercenaries Booster Pack 15 cards \$5.00
Mercenaries Booster Display 540 cards \$162.00
The second expansion to BattleTech brings Mercenaries to the game. Mechwarrior Booster Pack 15 cards \$5.00
Mechwarrior Booster Display 540 cards \$162.00
Limited booster expansion with mighty new mechs including Naginata and Piranha, new mission and command cards, famous mechwarriors, 100 new cards. Features some stunning art.

Arsenal Booster Pack 15 cards	\$5.00
Arsenal Booster Display 540 cards	\$162.00

Limited booster expansion introducing non-Mech ground troops, such as elementals, attack helicopters, tanks and hovercraft. Also new mechs, new mission cards, personalities, etc.
Cruisade Booster Pack 15 cards Due July \$5.00
Cruisade Booster Display 540 cards Due July \$162.00
Limited booster. The Innersphere sets its sights on the Smoke Jaguar clan. Features new mechs, new personalities, and pivotal events from the storyline. 100 new cards.

Payback Booster Pack 15 cards Due Now	\$5.00
Payback Booster Display 540 cards Due Nov	\$162.00

Limited booster. Picks up where *Cruisade* left off, concluding the storyline from FASA's *Twilight of the Clans* novel series. Expect more mechs and other new cards, approx 100 new cards.

Deadlands: Doomtown

FIV Deadlands: Doomtown

Based on PEG's popular roleplaying game. Players form outfits to seize control of Gammora, a wild, mostly lawless boomtown. You'll be working with hucksters, gunslingers, saloon girls, lawmen, villains, undead, and supernatural surprises. But others are attempting to control the town too! To be released in nine parts, each part with around 60 cards.

Deadlands: Doomtown #1 Starter Deck 60 cards, rules, dice	\$15.95
Deadlands: Doomtown #1 Booster Pack 15 cards	\$5.25
Deadlands: Doomtown #1 Combo Display 6 str, 24 bstr	\$199.00
Deadlands: Doomtown #1 Booster Display 720 cards	\$226.00
Deadlands #2 Starter Deck 60 cards + rules April	\$5.25
Deadlands #2 Booster Pack 15 cards April	\$5.25
Deadlands #2 Combo Display 6 Str, 24 Bstr April	\$199.00
Deadlands #2 Booster Display 720 cards April	\$226.00
Deadlands #3 Starter Deck 60 cards, rules, dice May	\$15.95
Deadlands #3 Booster Pack 15 cards May	\$5.25
Deadlands #3 Combo Display 6 str, 24 bstr May	\$199.00
Deadlands #3 Booster Display 720 cards May	\$226.00
Deadlands #4 Starter Deck 60 cards + rules June	\$15.95
Deadlands #4 Booster Pack 15 cards June	\$5.25
Deadlands #4 Combo Display 6 Str, 24 Bstr June	\$199.00
Deadlands #4 Booster Display 720 cards June	\$226.00

Dune

FIV Dune: Eye of the Storm Limited Edition

Already sold out world around, we are pleased to announce that we still have stocks. By Five Rings Publishing. Based on the popular novels. Set amidst a rich backdrop of political intrigue and economic rivalry, players assume the roles of minor house nobles vying for admission to the Landsraad High Council. By earning a seat on the High Council, players acquire not only the status of a Great House, but also a hereditary claim to the Imperial Throne. Includes over 300 cards, which are personas, holdings, events, resources and plans. You each play with 2 decks, an Imperial Deck and a House Deck. There are two playing fields, Player's Homeworld and Arrakis. Art work is absolutely stunning. Each Starter Display has two copies each of the six basic houses.

Dune Starter Deck 60 cards, rules, dice	\$13.95
Dune Starter Display 720 cards	\$151.00
Dune Booster Pack 15 cards	\$4.50
Dune Booster Display 540 cards	\$145.00

Legend of the Five Rings

FIV Battle Of Beiden Pass

The complete entry point into the excellent *Legend of the Five Rings* trading card game, set in medieval Japan, the day of samurai and ninja. This boxed set contains two ready to play starter decks, two Clan Strongholds, a step-by-step basic training guide to teach you the rules, and the complete large format rules. The game is about two mighty samurai armies clashing at the crossroads of the Emerald Empire, featuring combat, politics and intrigue. These black bordered cards feature stunning art. \$35.00

FIV Legend of the Five Rings: Emerald Edition

Becoming a very popular game, with absolutely stunning artwork, set in medieval Japan, with Japanese mythology. An ancient Empire is crumbling as its ruler battles with a mysterious wasting disease. Six clans, the traditional defenders of the Empire, have each announced their rightful claim to an empty Emerald Throne. Many months have passed since the War for the Throne began. The once green and pleasant fields of Rokugan are now crimson from the blood of fallen samurai and burned black by the scorching fires of the magic wielding shugenja. While some Clans struggle to support the dying Emperor, others plan to overthrow him through treachery. And somewhere in the Empire, an ancient evil waits to be reborn, and prepares a revenge so diabolical that it may mean the destructions of the whole Emerald Empire. There are two decks each of six different Clans in each Starter Display.

Legend of 5 Rings Emerald Starter Decks 60 cards + rules	
○ Lion Clan Deck The Lion army under the leadership of Matsuo Tsuke continues its relentless attack upon the Crane Clan. Proud and honorable, the flowing manes of the Lion samurai warn their enemies of their ferocity in battle.	\$13.50
○ Crane Clan Deck With only an army of Phoenix samurai defending Doji Palace, all seems lost for this Clan, yet they still ally a small army of ronin and the Phoenix Clan.	\$13.50
○ Unicorn Clan Deck The Unicorn have continued to hold Beiden Pass, preventing any and all armies from moving through the crossroads of the Empire. Strong in magic and possessing the best Samurai cavalry in the Empire.	\$13.50
○ Dragon Clan Deck Mysterious and secretive, these warrior wizards are known for their shaved heads and tattooed bodies. Their armies fight under the ronin Toturi, although now masterless, the best general in the Empire.	\$13.50
○ Crab Clan Deck These master warriors consider victory more important than honor. An army of Shadowlands creatures and madmen are waiting in the hills to the north for Crab's great leader, Hida Kisada, to advance together upon the ronin Toturi, leading the Dragon Clan's army.	\$13.50
○ Phoenix Clan Deck The masters of elemental magics. Their powerful sorcery compensates for weakness in battle. They have discovered powerful forbidden magic, but it is corrupting their masters one by one.	\$13.50
Legend of 5 Rings Emerald Starter Display 720 cards	\$145.00
Legend of 5 Rings Emerald Booster Packs 15 cards	\$4.00
Legend of 5 Rings Emerald Booster Display 540 cards	\$129.00

There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition are definitely limited.

FIV Legend of the Five Rings: Obsidian Edition

Basically a revamped and updated version of *Emerald Edition*. Each Starter Display contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free 11-card Forbidden Knowledge booster pack, 20 color-coded glass stones, collector's checklist for your clan, and expanded rulebook.

Legend of 5 Rings Obsidian Starter Decks contains as above

○ Lion Clan Deck See description under Emerald Ed.	\$14.00
○ Crane Clan Deck See description under Emerald Ed.	\$14.00
○ Unicorn Clan Deck See description under Emerald Ed.	\$14.00
○ Dragon Clan Deck See description under Emerald Ed.	\$14.00
○ Crab Clan Deck See description under Emerald Ed.	\$14.00
○ Phoenix Clan Deck See description under Emerald Ed.	\$14.00
Legend of 5 Rings Obsidian Starter Display 720 cards	\$151.00
Legend of 5 Rings Obsidian Starter Packs 15 cards	\$3.75
Legend of 5 Rings Obsidian Starter Display 540 cards	\$121.00

There are over 300 different cards in the Obsidian Edition.

FIV Legend of the Five Rings: Jade Edition Due April

Basically a revamped and updated version of *Obsidian Edition*. Following the events of the Day of Thunder, the Great Clans must adjust to an Empire with Toturi on the throne. The Mantis Clan, lead by Yoritomo has been granted Great Clan status, the fate of the Scorpion Clan is in doubt, and the Phoenix Clan has retreated into the Shadows. Has old and new cards. More details later.

Jade Edition Starter Deck 60 cards, rules & ?	\$17.00
Jade Edition Starter Display 720 cards	\$180.00
Jade Edition Starter Packs 15 cards	\$4.50
Jade Edition Starter Display 540 cards	\$145.00

FIV Shadowlands

Five months have passed since the war began, and there is no sign of peace. The Six Clans of the Emerald Empire have all paid the price for turning against each other. Armies of gibbering dead men march against the Clans gaining victory after victory, turning their victims into mad, mindless slaves. The only hope for the Empire lies in an ancient race of serpent folk known as the Nagas.

○ Naga Deck The serpent folk. They have come to Rokugan for a single purpose, to stop the Shadowlands, even if it means the destruction of the Emerald Empire. But while the Clans turn their concern to their borders, another evil is brewing inside the Empire. Clan Scorpion.

○ Clan Scorpion Deck This Clan is another evil brewing in the Empire. Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength and is ready to once again try to take the Emerald Throne.

Shadowlands Starter Display 720 cards \$135.00

There are over 150 different cards in Shadowlands

FIV Forbidden Knowledge

The next installment in the story of the Emerald Empire. Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies. The Crab fight a war on two fronts, the Crane is crippled by Scorpion, the Lion Champion follows a samurai-madman into a trap, while the Phoenix are slowly corrupted by their scrolls, the Unicorns face the Shadowlands alone.

Forbidden Knowledge Booster Packs 11 cards	\$2.50
Forbidden Knowledge Booster Display 506 cards	\$99.95

There are over 150 different cards in Forbidden Knowledge

FIV Anvil of Despair

The next installment in the story of the Emerald Empire. The Cranes make a desperate stand against the Shadowlands madmen; the Dragon Clan has retreated to the mountains, the Lion Clan defends the Emperor from the armies of the Crab Clan; the Phoenix are being corrupted by evil magics; and the Unicorns are feeling the toll of the war. There are six decks each of two different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.

Anvil of Despair Starter Decks 60 cards + rules

○ Junzo's Army The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries twist and corrupt the samurai into contorted mockeries of their former selves. Soon they will fight alongside the Shadowlands creatures. \$9.95

○ Toturi's Army The Emperor's greatest tactician has returned, Toturi the Ronin. His army's armor and weapons are worn and tattered, but the samurai in his army burn with devotion, as they set out to save the Empire. Each deck has a random assortment of cards. \$9.95

Anvil of Despair Starter Display 720 cards	\$108.00
Anvil of Despair Starter Packs 11 cards	\$2.50
Anvil of Despair Starter Display 506 cards	\$99.95

There are over 150 different cards in Anvil of Despair

FIV Time of the Void Limited Expansion

It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire. Her mighty fortresses and majestic temples lie in ruin and her green fields are stained with the blood of fallen heroes. Descendants of the Empire's greatest heroes - the Seven Thunders - gather with their armies outside the fortress of ultimate evil... the Imperial Palace. This is the final chapter in the War of the Clans. It includes all Seven Thunder Personalities, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. Our stocks are strictly limited.

○ Phoenix Clan Stronghold Deck One Clan will fall. One by one, each of the elemental masters have become infected with the Shadowlands taint. The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinsmen. \$17.95

○ Crab Clan Stronghold Deck One Clan will be redeemed. The mighty Crab Clan stands outside the Imperial Palace lead by Yakamo, the hero with a jade hand, preparing to assault the city. \$17.95

Time of the Void Starter Display 720 cards	\$194.00
Time of the Void Starter Packs 11 cards	\$4.00
Time of the Void Starter Display 506 cards	\$165.00

There are over 200 different cards in Time of the Void

FIV Scorpion Clan Coup Part I

For a thousand years the Scorpion Clan has served the Emperor. But now, Bayushi Shoji, Scorpion Daimyo, has discovered a secret too dire to hide, too powerful to ignore. Fate forces his hand, now is the time of treason. He must lead his Clan against the Emperor himself, otherwise the Emperor will bring doom upon the land for a thousand years. The whole series is 180 new cards, which is released in three 60-card parts. Part I (with 60 different cards) features the Scorpion faction and tells of Bayushi Shoji's attempt to gain control of the capital and of his strategies to keep the other six Clans at bay. Each Combo display has 6 Starter Decks and 24 booster packs.

Scorpion Clan Coup Starter Deck 60 cards + rules	\$14.00
Scorpion Clan Coup Starter Packs 11 cards	\$3.50
Scorpion Clan Coup Combo Display 6 Str, 24 Bstr	\$151.00
Scorpion Clan Coup Starter Display 506 cards	\$145.00

○ Scorpion Clan Coup Part II Bayushi Shoji has killed the Emperor and taken the throne. But everything is going wrong. The other clans are laying siege to the Imperial Palace, and Toturi, who should have been assassinated, suddenly turns up to lead the siege. There are 60 cards in this set, only available as Boosters.

Scorpion Clan Coup Part II Starter Packs 11 cards	\$3.50
Scorpion Clan Coup Part II Starter Display 506 cards	\$145.00

○ Scorpion Clan Coup Part III Now the self-proclaimed emperor, Bayushi Shoji sits on the throne while all the other clans bar the Crab assault the Imperial Capital, hoping to remove him. Now Crab arrives, but will they stand with Bayushi and the

remove Bayushi from the throne?

Scorpion Clan Coup III Starter Deck 60 cards + rules	\$14.00
Scorpion Clan Coup III Starter Packs 11 cards	\$3.50
Scorpion Clan Coup III Combo Display 6 Str, 24 Bstr	\$151.00

Scorpion Clan Coup III Booster Display 506 cards.....\$145.00

FIV The Hidden Emperor

Powers in the Rokugan Empire is dictated to some degree by the lands controlled by the Clans. With the sudden upheaval resulting from the return of Fu Leng and the end of the Hantei Dynasty, all the Clans struggle for control of not only their own borders but those of their neighbours as well. The various factions in Rokugan do not sleep easily, and when war arrives from the Imperial Palace that Toturi has vanished, the fragile peace forged by the Seven Thunders is cast into serious doubt. There will be nine releases of *The Hidden Emperor*, each containing around 60 new cards.

Hidden Emperor #1 Starter Deck 60 cards + rules May.....	\$14.00
Hidden Emperor #1 Booster Pack 11 cards May.....	\$3.50
Hidden Emperor #1 Combo Display 6 Str, 24 Bstr May.....	\$151.00
Hidden Emperor #1 Booster Display 506 cards May.....	\$145.00
Hidden Emperor #2 Starter Deck 60 cards + rules June.....	\$14.00
Hidden Emperor #2 Booster Pack 11 cards June.....	\$3.50
Hidden Emperor #2 Combo Display 6 Str, 24 Bstr June.....	\$151.00
Hidden Emperor #2 Booster Display 506 cards June.....	\$145.00
Hidden Emperor #3 Starter Deck 60 cards + rules July.....	\$14.00
Hidden Emperor #3 Booster Pack 11 cards July.....	\$3.50
Hidden Emperor #3 Combo Display 6 Str, 24 Bstr July.....	\$151.00
Hidden Emperor #3 Booster Display 506 cards July.....	\$145.00

Legend of the Burning Sands

FIV Legend of the Burning Sands: Shadow of the Tyrant

The Scorpion Clan has been exiled from the Emerald Empire. Using an ancient map provided by the Unicorn Clan, Bayushi Kachiko leads her people into the blasted desert known as the Burning Sands, a hellish place where water is life. Raiding tribes of nomads strike without warning from the desert. Ancient cities once powerful now lie deserted, filled with the bones. And watching over all is the Tyrant, an immortal ruler who seeks to keep the land subjugated. In this realm, honor is meaningless, survival is everything. To be released in nine parts, each with about 60 cards.

Burning Sands #1 Starter Deck 60 cards + rules April.....	\$14.00
Burning Sands #1 Booster Pack 11 cards April.....	\$3.50
Burning Sands #1 Combo Display 6 Str, 24 Bstr April.....	\$151.00
Burning Sands #1 Booster Display 506 cards April.....	\$145.00
Burning Sands #2 Starter Deck 60 cards + rules May.....	\$14.00
Burning Sands #2 Booster Pack 11 cards May.....	\$3.50
Burning Sands #2 Combo Display 6 Str, 24 Bstr May.....	\$151.00
Burning Sands #2 Booster Display 506 cards May.....	\$145.00
Burning Sands #3 Starter Deck 60 cards + rules June.....	\$14.00
Burning Sands #3 Booster Pack 11 cards June.....	\$3.50
Burning Sands #3 Combo Display 6 Str, 24 Bstr June.....	\$151.00
Burning Sands #3 Booster Display 506 cards June.....	\$145.00
Burning Sands #4 Starter Deck 60 cards + rules July.....	\$14.00
Burning Sands #4 Booster Pack 11 cards July.....	\$3.50
Burning Sands #4 Combo Display 6 Str, 24 Bstr July.....	\$151.00
Burning Sands #4 Booster Display 506 cards July.....	\$145.00

Magic: the Gathering

WIZ Portal: Easy to Play Introduction to Magic

A new introductory approach to *Magic the Gathering*. Introduces 215 new cards that make it easy to learn *Magic*. As with *Magic*, Portal is a strategic card game set in the mythical and fantastical world of Dominaria. Using their cards to cast spells and summon creatures, two players "duel" against each other for control of Dominaria's land. A game can be played in 15 to 30 minutes. Each *Portal Starter Set* includes everything needed for play.

Portal Starter Set.....	\$14.95
Contains two preconstructed 35 card decks, a booster pack with 15 random cards, a strategy tip card, a detailed play guide, two paper playmats, and an easy to follow rulebook. Note: every Starter Set is the same!	
Portal Booster Pack.....	\$4.75
Contains 15 random cards selected from the 215 different cards in the set.	
Portal Two Player Gift Box.....	\$27.00
Contains two pre-constructed starter decks, an official guide to Portal, two booster packs, two score keeping beads, two playmats, rulebook, step by step play guide	
The Official Guide to Portal.....	\$13.00

WIZ Portal: Second Age Due June

For customers who want to continue playing Portal-level Magic. This is a new themed version of Portal with 165 cards, all new art. Available in several formats.

Portal 2 nd Age Game.....	\$14.00
2 x 30 card preconstructed decks, rules, 15 card booster, play mats	
Pre-constructed Starter Deck 5 different kinds.....	\$11.00
Pre-constructed Starter Deck Display 15 decks.....	\$149.00
Portal 2 nd Age Booster Pack 15 cards.....	\$4.75
Portal 2 nd Age Booster Display 540 cards.....	\$150.00
Portal 2 nd Age Gift Box 2x30 card preconstructed decks, playguide, rulebook, playmats, two 15 card boosters, 2 beads, etc.....	\$20.00

WIZ Magic: 4th Edition

Magic 4th Edition is out of print now, but we were able to dig some up from somewhere. The attraction with these 4th Edition Starters and Boosters is that there are a number of cards, including rares, that you cannot get anymore. Our stocks are strictly limited, so first come, first serve.

Magic 4th Ed Starter Deck 60 cards + rules.....	\$16.00
Magic 4th Ed Starter Display 600 cards.....	\$133.00
Magic 4th Ed Booster Pack 15 cards.....	\$6.00
Magic 4th Ed Booster Display 540 cards.....	\$180.00

Magic 5th Ed Trading Card Game for 2 Players.....\$18.00
A bridge product for someone who wants to move from *Portal* to the more advanced rules and game play strategies found in Fifth Edition. Has two 30 card preconstructed decks, larger size rulebook, guidebook, one 15card booster pack

WIZ Magic: 5th Edition

Now in its 5th Edition, Magic: The Gathering is still the hottest game and set of collectable trading cards all around the world. It is published by Wizards of the Coast, and is the first product in the Deckmaster System. To play, two players shuffle and cut each other's decks, the top card of the cut becomes that player's Ante. Seven cards are dealt, the remainder form the Library, from which cards are drawn - discards go into the Graveyard. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The loser forfeits the Ante. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a Spell card. Spells are cast using Mana, which comes from land cards. Creatures are also called forth to do battle against the opponent.

Magic 5th Ed Starter Deck 60 cards + rules.....	\$13.95
Starter Deck Display 720 cards.....	\$150.00
This new edition contains over 400 cards selected from Fourth Edition, Ice Age, Fallen Empires, Homelands and Chronicles. Nearly	

half the cards are from sets other than Fourth Edition. Features new art on almost half the cards by 50 new artists.

Magic: 5th Edition Booster Pack 15 cards.....	\$4.75
Magic: 5th Edition Booster Pack Display 540 cards.....	\$150.00

Magic: The Dark Booster Pack 8 cards.....\$10.00

The Dark Display 480 cards.....\$570.00
The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series.

Magic: Fallen Empires Booster Pack 8 cards.....	\$3.00
Fallen Empires Display 480 cards.....	\$150.00

In the southern oceans of Dominaria Prime lay a continent of great kingdoms. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarapandians to fight for their very survival. Icatian towns mustered Phalanxes to defend themselves from ore raiders and the misbegotten spawn of uncontrolled black magic.

Magic: Chronicles Booster Pack 12 cards.....	\$4.00
Chronicles Display 540 cards.....	\$150.00

This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix, and only a proportion of each type will be released in this booster pack display. These cards have white borders.

Homelands Booster Pack 8 cards.....	\$3.00
Homelands Booster Pack (480 cards).....	\$150.00

Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots.

Magic: Visions Booster pack 15 cards.....	\$4.75
Magic: Visions Booster Display 540 cards.....	\$150.00

Over 160 new cards that can be played with Magic, Ice Age or Mirage. Contains more cards featuring flanking and phasing rules, a new game mechanic to challenge even veteran players, exotic, new original art.

Magic: Weatherlight Booster pack 15 cards.....	\$4.75
Magic: Weatherlight Booster Display 540 cards.....	\$150.00

A limited black border expansion with over 160 new cards that can be played with Magic, Ice Age or Mirage.

WIZ Magic: Ice Age

Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold.

Ice Age Starter Deck 60 cards + rules.....	\$15.95
Starter Display (600 cards).....	\$150.00

Ice Age Booster Pack 15 cards.....	\$4.75
Booster Display (540 cards).....	\$150.00

Alliances Booster Pack 12 cards Note Cheaper Price!.....	\$4.00
Alliances Display (540 cards).....	\$162.00

As the Ice Age recedes, Dominaria wakes from its long, cold sleep. Its people face a world torn by natural and political storms, and they must now join forces if they are to survive the coming years. For Dominaria, it is a season of struggle, an era of hope, and a time for new alliances. This expansion features around 110 new cards, which can be used in either Magic or Ice Age games.

WIZ Magic: Mirage

An expansion like Ice Age that can be played with Magic or played by itself. It is set in the tropical setting of Jamuraa, on the equator of Dominaria. Tefer's Isle, off the coast of Jamuraa, disappears after a wizard's time experiment goes wrong, and more than 100 years later the island reappears. And its inhabitants are horrified by the unrest that has erupted in the land while they've been gone, and war soon breaks out. There are over 300 new cards in the set, including new rules variants. The artwork is a definite improvement over previous Magic releases.

Mirage Starter Deck 60 cards + rules.....	\$14.95
Mirage Starter Display (720 cards).....	\$162.00
Mirage Booster Pack (15 cards).....	\$4.95
Mirage Booster Display (540 cards).....	\$162.00

WIZ Magic: Tempest

The flying ship *Weatherlight* has left the light of Dominaria for the shadow plane of Rath in an attempt to rescue Captain Sisay. There, Gerrard and his crew are challenged by Volrath's ship *Predator*, and they encounter wild new forces of magic as they strive to reach Volrath's Citadel. An expansion with 300 new cards that can be played with Magic or played by itself. Designed for experienced players. The most anticipated card is *Time Warp*, a sorcery costing 3UU, that gives you an extra turn. Also has Shadow creatures and Slivers. Shadows can only block or be blocked by Shadows, and Slivers have effects that give a bonus to all Slivers in play.

Tempest Starter Deck 60 cards + rules.....	\$14.95
Tempest Starter Display (720 cards).....	\$162.00
Tempest Booster Pack (15 cards).....	\$5.00
Tempest Booster Display (540 cards).....	\$162.00

Tempest Pre-constructed Starter Deck 60 cards + rules.....\$14.95
There are four types: The Slivers, Deep Freeze, Flames of Rath, and The Swarm. Each has 3 rare, 9 uncommon & 48 command & land. Each Tempest Pre-constructed deck is built to maximise the strength of Tempest cards.

Tempest Pre-constructed Deck Display (720 cards).....	\$162.00
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WIZ Magic: Stronghold

Gerrard of the *Weatherlight* leads the rescue team into the heart of Rath-Evincar Volrath's citadel. There, they hope to find and free Sisay, but Volrath's lair is a maze of risks and confrontations. High in Volrath's Dream Halls, where the Evincar's dreams and nightmares gain substance and eternal life, Gerrard finally comes face to face with Volrath.



Stronghold Pre-constructed Starter Deck 60 cards + rules.....\$15.50

There are four types: The Sparkler, Migraine, Call of the Kor, and The Spikes. Each has 3 rare, 9 uncommon & 48 command & land. Each Stronghold Pre-constructed deck is built to maximise the strength of Stronghold cards.

Stronghold Starter Display (720 cards).....	\$167.00
Stronghold Starter Deck (15 cards).....	\$5.00
Stronghold Booster Display (540 cards).....	\$162.00

WIZ Magic: Exodus Due June

As Gerrard and his party battle in the heart of Volrath's stronghold, the rest of the crew of the *Weatherlight* are forced to battle the deadly flagship of the evincar's army, the *Predator*. At the same time, the combined armies of the Kor, Vec, and Dal, the oppressed people of Rath, reach the Stronghold's gate and lay siege. Meanwhile, a traitor prepares to lead Gerrard into a deadly trap.

Exodus Pre-constructed Starter Deck 60 cards + rules.....	\$15.50
Exodus Starter Display (720 cards).....	\$167.00
Exodus Booster Pack (15 cards).....	\$5.00
Exodus Booster Display (540 cards).....	\$162.00

WIZ Magic: Urza's Saga Due Oct

Step into a new story with this large expansion set. Introduces challenging new gameplay concepts and ushers in a new chapter in the epic *Magic* story. Can you played alone or with other *Magic* sets. Over 100 new cards.

Urza's Saga Starter Deck 60 cards + rules.....	\$15.50
Urza's Saga Starter Display (720 cards).....	\$167.00
Urza's Saga Booster Pack (15 cards).....	\$5.00
Urza's Saga Booster Display (540 cards).....	\$162.00

WIZ Vanguard Giftbox

Offers a new approach to Magic the Gathering. Has all eight Vanguard cards (one of eight characters from the *Magic* Multiverse to represent you play in a game. Slightly larger than regular *Magic* cards, each Vanguard character has different powers that affect the way a players deck functions). Vanguard rules, a card storage box featuring a black mana design that holds 840 cards in standard sized sleeves, one foreign starter deck and two foreign booster packs. \$35.00

WIZ Magic Mirage Card Boxes.....\$7.50

Wizards of the Coast have released two styles of full color *Magic* card boxes, each high quality box able to hold 1,200 *Magic* cards. The boxes are shipped flat and are easily assembled.

PEN Magic: Official Encyclopedia Vol 1.....\$25.00

224 full color pages, with over 2,000 cards featured in full color, showing the cards from Fourth Ed, Discontinued cards, Chronicles, Ice Age, Alliances, Arabian Nights, Antiquities, Legends, the Dark, Fallen Empires, Homelands, etc. Also a history including setting and story, errata for cards where relevant, forward by Richard Garfield.

PEN Magic: Official Encyclopedia Vol 2.....\$22.00

144 full color pages, with over 1,300 cards featured in full color, showing the cards from Mirage, Visions, Fifth Edition, Weatherlight, Portal, etc. Also a history including setting and story, errata for cards where relevant.

Middle Earth: The Wizards

ICE Middle Earth 2 Player Starter Set

A special two player starter set with specially assembled decks and Initial Adventure Guide for the beginning player, with simplified rules. The two 60 card decks have been constructed with Gandalf and Saruman. Includes 2 dice, full color map of Middle Earth, two full color player sheets, 2 plastic hobbit company markers. \$36.00

ICE Middle Earth Challenge Decks

There are ten different pre-designed decks, ready for tournament or casual play. Each fixed deck has 110 cards, rules summary, and suggestions on how to play the deck. All the cards have a gray border, but normal backs. You can order a specific deck, but if we have run out of that deck, we will substitute another at random. The decks are: *Stewards of Gondor (Saruman)*, *Release the Prisoners (Alatar)*, *Dwarven Quest (Pallando)*, *Bargain Between Friends (Radagast)*, *Return of the King (Gandalf)*, *Spies & Traitors (Adonaphel)*, *Marauding Brood of Uglies (Ithwar)*, *Stealthy Tribe (Hrothmarh)*, *Morgul Pathing Crows (Witch-king)*, *Seducing Nations of Men (Indur)*.

Challenge Deck 110 cards + rules.....	\$21.00
Challenge Deck Display 1100 cards.....	\$190.00

ICE Middle Earth: The Wizards

During the Third Age, the Valar sent five Istari to Middle Earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. These Maiar were forbidden to dominate the peoples in Middle Earth or to match the power of Sauron with power. The five Istari were known as Wizards in Middle Earth, and their names were: Gandalf, Saruman, Radagast, Alatar and Pallando. In this card game, you play one of these five wizards. The goal of each wizard is to marshal the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. The five wizards don't agree on how to achieve this and so the battle is on. Only Gandalf remained true to his task: eventually marshalling the characters and forces that withstood Sauron's might long enough for the Fellowship to destroy the One Ring. There are 480 + cards in this unlimited Edition 2nd printing, and features artwork from dozens of painters, including Angus McBride, Liz Danforth, Mark Poole, etc. The artwork so successfully captures the spirit and theme of Middle Earth. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil, you win instantly if you manage to destroy the One Ring, otherwise, the player who marshals together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.

Middle Earth Starter Deck 76 cards + rules.....	\$15.00
Middle Earth Starter Display 760 cards.....	\$135.00
Middle Earth Booster Pack 15 cards.....	\$5.00
METW The Dragons Booster Pack 15 cards.....	\$3.00
METW The Dragons Booster Display 540 cards.....	\$97.00

The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. You can riddle with Smaug like Bilbo the Hobbit, match wits with Agurbaran to discover his drakish flaw, and steal a priceless artifact while Scatha lies sleeping. This booster set contains 180 new black border cards. Beautiful artwork.

METW Dark Minions 15 cards.....	Special
METW Dark Minions Booster Display 540 cards.....	\$97.00

180 new cards including agents such as Grima Wormtongue and Bill Ferny, who can move from site to site hiding companies. Under-deeps such as the awful Under-gates of Moria or the foul Sulfur-deeps of Dol Guldur, Minions Stir such as Undeath, and Orcs and Trolls start organizing for combat, and you must even content with frightened or captured characters. Quests - new missions with new challenges. This booster set contains 180 new black border cards. Beautiful artwork.

ICE Middle Earth: The Lidless Eye Limited Edition

With the release of this fully compatible and stand alone supplement, players will be able to play one of the nine Nazgul, the shadowy Ringwraiths in the service of Sauron, and use minions as "characters", forming companies and gathering power to advance Sauron's cause in

4 - Collectable Card Games

Middle Earth. Your goal is to marshal enough resources so that Sauron will be confident enough to send you and your armies to launch the first blow necessary to crush the Free Peoples. Has over 350 cards with beautiful artwork, including all the various minion sites that Ringwraiths can use such as Dol Guldur, Carn Dum, etc., with rules in the Starter Decks. You can compete against opponents playing as wizards, or as other Ringwraiths.

ME: The Lidless Eye Starter Deck 76 cards + rules \$15.95
ME: The Lidless Eye Starter Display 760 cards \$144.00
ME: The Lidless Eye Booster Pack 15 cards \$4.50
ME: The Lidless Eye Booster Display 540 cards \$145.00

ICE Middle Earth: Against the Shadow

Over 140 new cards, for Middle Earth the Wizards or Middle Earth the Lidless Eye. Focuses on the Wizard player, using resources from ME: The Wizards, competing against a Ringwraith player. But so that Ringwraiths can match Wizards in the full range of strategies available, more Ringwraith resources are included. Also new hazards, new items, factions, rings, spells, etc.
ME: Against the Shadow Booster Pack 15 cards \$4.50
ME: Against the Shadow Booster Display 540 cards \$145.00

ICE Middle Earth: The White Hand

ME: The White Hand Booster Pack 15 cards \$5.00
ME: The White Hand Booster Display 540 cards \$162.00
Over 120 new cards, for Middle Earth the Wizards or Middle Earth the Lidless Eye. Focuses on a corrupted Wizard player, as Saruman was corrupted in the novel. A corrupted Wizard can pick and choose the good and evil resources, and will use any means to achieve his end. However, he can only exert his influence over lesser heroes and minions. When corrupted, each of the five wizards is driven by a different obsession.

ICE Middle Earth Gift Set

A sturdy deluxe box with full color art that doubles as storage for 1,000 cards. Includes 272 cards with a value of US \$43.50 inside, as well as dice, card list booklets, 2 plastic hobbis, rules with examples, and a full color map with marshalling point tracker. \$90.00

Q Middle Earth: The Wizards Companion This companion book features annotated rules loaded with examples, in an easy to read format, including guidelines and clarifications, a comprehensive card list, a collection of scenarios for play, tournament guidelines, 6 pages of full color maps, depicting regions, sites, factions, etc. \$14.00

Q Middle Earth: The Wizards Players Guide Features a strategy guide with ideas about deck-building, game mechanics, and tactical and strategic planning; detailed descriptions of every character, site, resource and hazard card; five sample decks; a thorough card-based index, etc. \$21.50

Q Middle Earth: The Dragons Player Guide Includes a strategy guide to enhance your deck design; a complete card analysis of all 180 cards; sample decks; tournament rules and card errata, and card tables. \$15.00

Q Middle Earth: Dark Minions Player Guide Includes a strategy guide to enhance your deck design, a complete card analysis of all 180 cards; five sample decks; tournament rules and card errata, and card tables. \$15.00

Q Middle Earth: CCG Maps Each of the two full color maps can be used as an attractive game board and reference tool for players. One map is 17"x11.5" and fits in a standard 3-ring binder. The other is 23.5"x17" and includes information concerning which types of cards are playable at each site. \$24.95

Q Middle Earth: Casual Companion A beginners guide to the game, including a guide to playing the Starter Game vs the Starter Game, answers to common questions, strategy hints, tips for setting up your location deck, scenarios, beginning decks, etc. \$14.95

Q Middle Earth: Lidless Eye Companion The complete rules are presented in an easy to read format, Ringwraith histories, 6 pages of color maps, tournament guidelines, scenarios. \$16.00

Q Middle Earth: Lidless Eye Player Guide Includes a strategy guide, complete card analysis, sample decks, etc. \$19.00

Q A Long Expected Party Includes a color map of Eriador, 21x16", 16 new sites presented in the border of the map; 4 exciting hero scenarios including *Wards of the Rangers*, *A Long Expected Party*, *Spies for Arthedain*, and a mini gazetteer. \$16.00

Mythos - Cthulhu Collectable Card Game

CHA New Aeon Limited Edition

A collectable card game of modern-day Lovecraftian horror. Pit the resources and weaponry of today against the mind bending horrors of the Cthulhu mythos. We'll see who wins this time around. Features simple rules with complex strategies to narrate a series of adventures before going insane from the growing horrors of the Cthulhu mythos. Over 200 new cards in the series.

New Aeon Starter Deck 60 cards + rules \$15.00
New Aeon Starter Display 600 cards \$135.00
New Aeon Booster Pack 13 cards \$4.95
New Aeon Booster Display 468 cards \$162.00

The Art of Playing Mythos: A Tome of Arcane Law \$18.00
This includes an updated version of the rules, complete card listings, deck construction ideas, and descriptions of the cards and their place in Lovecraftian literature.

ShadowRun

FAS ShadowRun Limited Ed

The year is 2058 AD. Advances in technology are astounding, with humans able to blend with computers and travel through the virtual reality known as the Matrix. No longer mere flesh, many humans have turned to artificial enhancements called cyberware to become more than human. But even more astonishing is the return of magic to the world. Elves, dwarves, dragons, orks and trolls have resumed their true form, and spells and spirits serve those with the talent for controlling this legendary force.

In this very popular ShadowRun trading card game, your goal is to assemble a team of shadowrunners to accomplish Objectives, such as killing a dragon or stealing cutting edge technology. Your opponent protects the Objectives with Challenges - things that get in the way of your runners - such as security guards, electric fences and fierce creatures. But you'll need to do some legwork before your run. You use money to pay your contacts for information and to supply your runners with weapons and other gear, which increases your team's odds of success. But be aware that the competition and opposition always fight harder than expected, and there's always a chance of being double crossed!

ShadowRun Starter Deck 70 cards + rules \$8.95
ShadowRun Starter Display (700 cards) \$79.00
ShadowRun Booster Pack 15 cards \$2.95
ShadowRun Booster Display (540 cards) \$99.00

Underworld Booster Pack 15 cards \$4.95
Underworld Booster Display (540 cards) \$162.00
With 140 new cards, *ShadowRun Underworld* focuses on the underworld crime scene and allows players to build decks based on

criminal elements such as Mafia, Yakuza, and Gangs, which include *Halloweeners*, *The Ancients*, and *Lone Star*.

Star Trek Next Generation

DEC Star Trek Introductory Two Player Game

There are two types, Klingon and Federation. Both sets include two pre-customized 60 card starter decks, one Federation and one Klingon, with new cards being 11 new mission cards and the legendary Spock; also have two 15 card booster packs, one from the initial white bordered booster, the other from Alternate Universe, and two black border cards: Data laughing and Admiral McCoy. The Klingon set has three black bordered Klingon cards, Mogh, G'ral and Ja'rod. The Federation set has three black bordered cards, Admiral Picard, Commander Data, and Commander Troy. \$40.00 each

DEC Star Trek Next Generation

The game features top graphics and photos from the series, plus a fast action game based on the action in the series. A brilliant game that will delight Star Trek fanatics, trading card collectors, and players of games such as Magic, as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include mission cards; dilemma and interrupt cards; artifact cards; outpost cards; ship cards which rate range, weapons, shields, personnel cards, crews with which to form Away Teams; & lastly equipment cards and event cards. Rules are 35 tiny pages. \$15.00

Star Trek Unlimited Star Trek Deck 60 cards + rules \$15.00
Unlimited Starter Display 720 cards \$162.00
These are the Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play.

Star Trek Next Generation: Booster Pack 15 cards \$5.50
Unlimited Booster Disp \$178.00
A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.

Alternate Universe Expansion 15 cards \$5.00
Alternate Universe Display \$162.00

This first expansion contains 122 new cards, 49 of these cards contain subject matter related to alternate realities or universes: time travellers, parallel universes, illusory or visionary experiences, surreal worlds and different planes of existence. The remaining 73 cards expand upon existing elements of ST-TNG, deepening gameplay in various ways. The 1st Ultra-Rare Card, which is randomly packaged amongst Alternate Universe Packs, is of the Future Enterprise.

Q-Continium Booster Pack 15 cards \$5.00
Q-Continium Booster Display 540 cards \$162.00
The second expansion for Star Trek, this one feature Q and his various meddling excursions into the Star Trek time line. Also features other cards from all areas of Star Trek.

First Contact Movie Booster Pack 9 cards \$3.50
First Contact Movie Booster Display 270 cards \$94.00
The next expansion for Star Trek, this one taken from the excellent *Star Trek Next Gen First Contact* movie, which featured a showdown between the Enterprise and her crew and a Borg ship which travels back through time. Includes new rules, one sheet per display. \$3.75

Deep Space 9 Booster Pack 9 cards \$3.75
Deep Space 9 Booster Display 270 cards \$99.00
Introduces the Deep Space 9 Space Station, its captain and crew, new affiliations, the Bajoran wormhole, and the Gamma Quadrant. There are 260 new cards.

Holodeck Adventures Booster Pack 15 cards \$4.95
Holodeck Adventures Booster Display 540 cards \$162.00
The next expansion for Star Trek, featuring the many adventures experienced in the holodecks on the Enterprises, as well as other cards. *Due March '98*.

Star Trek Next Gen. Card Game Factory Set \$150.00
This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin, so it has great collectable value. You can use the cards in all "official" games or tournaments. Note Special Price

Star Trek First Anthology \$50.00
A limited edition heavy duty cardboard box that fits over 800 Star Trek Cards. Inside the box are two Unlimited Starter Decks, two Unlimited Booster Packs, two packs of Alternate Universe, Q-Continium, the Warp Pack, and six cards never seen before: Quark, Paris, Tuvok, Orb of Prophecy and Change, Dr. Telek R. Mor and Garak, and a rules supplement.

Star Trek Official Tournament Sealed Decks
Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 Alternate Universe Booster, 1 unique 20 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards. Inside the sealed external wrapper, each box has one of six random different cover designs, being Borg, Bajoran, Cardassian, Federation, Klingon and Romulan. *You cannot specify which you want.*

Star Trek Official Tournament Sealed Deck \$33.00
Star Trek Official Tournament Sealed Deck Case (12 decks) \$350

Star Wars

DEC Star Wars Premiere Introductory 2 Player Game

The Star Wars universe comes alive as the Rebel Alliance battles against the unrelenting power of the Galactic Empire. Choose to play the Rebel side or the Imperial side. This game equips you with two ready to play 60 card starter decks, a full color 20 page rulebook, and six unique cards only found in this set, including Luke and Darth Vader. \$40.00

DEC Star Wars Unlimited Edition

This is the White Bordered unlimited Edition Cards. With the game, players control, alter and feel the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards have their artwork lifted directly from the Star Wars movie, and include Capital Starships, Starfighters, Vehicles, Weapons, Devices, Effects, Interrupts, Pilots, Warriors, Characters from the Alliance, Empire, Droids, Aliens, etc. The Empire tends to be more technologically advanced, better equipped, & the stronger aggressor; the Alliance makes more use of the Force, can enhance their defensive capabilities, & have a sense of honor. The rule book is 40 pages long.

Star Wars Starter Deck 60 cards + rules \$15.00
Starter Deck Display (720 cards) \$162.00
Star Wars Limited Starter Deck 60 cards + rules \$18.00
Star Wars Limited Starter Deck Display (~720 cards) \$194.00
Star Wars Booster Pack 15 cards \$4.50

Booster Pack Display (540 cards) \$145.00
Star Wars Limited Booster Pack (15 cards) \$8.00
Star Wars Limited Booster Display (540 cards) \$259.00
New Hope Booster Pack 15 cards \$4.50
New Hope Booster Display (540 cards) \$145.00
Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base.

Hoth: Empire Strikes Back Booster Pack 15 cards \$4.95
Hoth: Empire Strikes Back Booster Display (540) \$162.00
One of three booster expansions set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal. There are new rules, revisions of old rules, and a ton of cool new cards. Each of the game mechanisms is designed to increase strategic possibilities and add depth to the game. The *Hoth: Main Power Generators* card is one of the biggest and most interesting game functions in the set.

Dagobah: Empire Strikes Back Booster Pack 9 cards \$3.00
Dagobah: Empire Strikes Back Booster Display 540 cards \$162.00
Yoda makes an appearance. Also included are Jedi Training, new weapons, asteroids, the Executor, TIE Bombers, Space Slugs, Bounty Hunters and their ships, and Dagobah locations. Boba Fett is not included! Features 180 new limited edition cards.

Cloud City ESB Booster Pack 9 cards \$3.50
Cloud City ESB Booster Pack Display 540 cards \$162.00
The next limited expansion set in the *Empire Strikes Back* movie. We see Boba Fett, the Cloud City's denizens, etc.

Jabba's Palace Booster Pack 9 cards \$3.75
Jabba's Palace Booster Pack Display 540 cards \$202.00
Jabba the Hutt has captured Han Solo, and the Rebels must rescue him. But first they must use disguise to get past Jabba's henchmen, bounty hunters, and pets. 108 new cards.

Star Wars First Anthology \$50.00
A limited edition heavy duty cardboard box that fits over 800 Star Wars Cards. Inside the box are two Unlimited Starter Decks, two limited New Hope Packs, two packs of Hoth, a Jedi Pack, six cards never seen before - Boba Fett, Commander Wedge Antilles, the Death Star Assault Squadron, X-Wing Assault Squadron, Jabba's influence, & Hit and Run, and a rules supplement.

Star Wars Second Anthology \$50.00
A limited edition heavy duty cardboard box that fits over 800 Star Wars Cards. Inside the box are two Unlimited Starter Decks, two limited Dagobah Packs, two packs of Cloud City, plus a free bonus selection of preview cards from a future set.

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Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 New Hope Booster, 1 unique 18 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards. Inside the sealed external wrapper, each box has one of six random different cover designs. *You cannot specify which you want.*

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ROLE PLAYING GAMES

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Alternity

SCIENCE FICTION TSR has made another entry into the Sci-Fi market. By TSR.

CORE RULES

ALTERNITY Player's Handbook This full color book, written especially for players, features a fast-play introduction that allows you to start playing quickly, guidelines for creating science fiction heroes, and rules for combat, challenges, encounters, alien mutations, psionics, and future equipment. **\$48.00**

ALTERNITY Gamemaster Guide This full color volume includes the comprehensive information necessary to create adventures and run campaigns in contemporary, near future and far future settings. Featuring a fast-play intro that teaches the basics of refereeing the game and a short adventure. **\$48.00**

ACCESSORIES

Alternity Campaign Kit Features a four panel GM Screen and 32 pages of record-keeping aids, including forms, character sheets, and record logs. **\$18.00**

Dataware This handbook provides expanded rules, game stats and descriptions for futuristic computers, robots and other types of artificial intelligence. A comprehensive section on the cyber-reality of Gridspace details hacking, netrunning, and virtual reality. Can be used with Star Drive. **\$27.00**

STAR DRIVE

Alien Compendium: Creatures on the Verge Presents the unique aliens that populate the Star Drive Setting. More than 60 different aliens are featured. **\$35.00**

Alternity Arms & Equipment Guide From protective gear to weapons of mass destruction. More than 100 items are detailed, with descriptions, game stats, & illustrations. The items are created especially for the Star Drive setting. **\$27.00**

Star Drive Campaign Setting The first campaign setting for the Alternity rules. This full color volume hurls players into the 26th century with a galaxy of nonstop action, epic adventure, and astounding far future technology. Has chapters on technology and equipment, professions, stellar nations, aliens, on the Galactic Concord, humanity's hope for survival. **\$48.00**

The Lighthouse Lighthouse is a starfarer outpost that roams the Verge and provides a starting point for adventure. Included are maps, ready to use supporting cast members, etc. **\$22.50**

The Last Warhawk The first full length adventure for the Star Drive setting. A relic from the last galactic war is discovered. This ancient warship continues to fight, although the conflict ended decades ago, threatening millions of lives. **\$22.50**

Threats from Beyond Details the emerging alien menace known as the Externals. These creatures have begun an invasion that could wipe out humanity. **\$27.00**

STAR DRIVE NOVELS

1. **Starrise at Corviale** The scapegoat for a tragic political mistake, Oliver Haryn was thrown out of the Corps. But the government is not through with him yet, and Oliver may co-operate in being their pawn while the game is worthwhile. **\$9.50**

2. **On the Verge** The Concord Marines are thrust into desperate action on the frontier of civilized space, where they are pitted against a threat from beyond the Verge. **\$9.50**

Amber

FANTASY A unique fantasy/sci-fi role playing game that does not use dice! By Phage Press.

Amber RPG A complete new role playing system, with three complete adventures, including Throne War, Battleground on Shadow Earth and Into the Abyss. Features the Attribute Auction system where players bid against each other to create a unique family of immortal player characters; enter a universe where Pattern lets you walk to any world you can imagine, where *Logrus* tendrils can reach across infinite dimensions, and where Shape Shifting lets characters sprout wings. A mature, demanding, and time consuming system that puts character development above all else. 256 pages, over 100 of which give tips on role playing style & technique with dozens of examples. **\$36.95**

Shadow Knight A massive 254 page sourcebook covering Broken Patterns scattered through the Shadow, constructs, the Corridor of Mirrors, demons, the Fount of Power, ghosts, the Lords of Chaos, the Pit, Shadowmastery, ancient artefacts called Spikards, Suhay the ancient Keeper of the Logrus, King Swayvill, blue stones called Tragolihis, the Undershadow, etc. **\$36.95**

Armageddon

ARMAGEDDON RPG By Myrmidon Press, this is an end times roleplaying game. The ultimate conflict has begun. An ancient force is reborn, and a war to determine the destiny of Humankind must be fought by forces mundane and celestial. Angels walk on the Earth once again, and the old gods have returned. From the ravaged cities of war-torn Europe to the slums of future-day America, human and immortal alike must fight an old and deadly enemy. You can play gifted, mundane or immortal characters. **\$40.00**

Armored Trooper VOTOMS

SCI-FI RTG brings us another high quality RPG based

solely upon Japanese animation. By RTG.

Armored Trooper: Votoms The official licensed role playing game of AT VOTOMS. A hundred years of deadly mechanised warfare has just come to a tentative peace. But for one man, his personal war has just begun. Hounded by a shadowy Secret Society driven to create the perfect killer, he seeks only to answer the riddle of his past, and the outcome of his ultimate Destiny. He is Chirico Cuvie, elite warrior and the Perfect Soldier the Society seeks. Now his destiny has become yours as you enter the world of AT VOTOMS. This book has everything you need to create a world of endless mecha combat and intrigue. Mecha, ships, troops, characters, equipment, and the most complete series background. Produced in the same style as *Bubblegum Crisis*. **\$39.00**

ARS MAGICA 4th Ed

FANTASY Roleplaying's most realistic and dynamic storytelling game of magic set in the 13th century. It allows you to play the role of power wizards. This is the 3rd Edition. Atlas Games have taken over development and production of *Ars Magica*.

ARS MAGICA 4th Ed The new edition of *Ars Magica*. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13th century, 1220 to be exact. Life is a struggle: wars and plagues stalk the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folktale and myth. What the folk of the land believe holds true: faeries and rural spirits must be placated; demons corrupt everything they touch; divine power is accessible through prayer; and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes. **\$48.00**

A Medieval Tapestry Within these pages lies the wealth of Mythic Europe - its colorful inhabitants. This collection describes more than fifty characters in detail. It includes backgrounds, adventure seeds, relevant historical and saga information, complete statistics, etc. **\$35.00**

Hedge Magic Features 4 non-Hermetic magical traditions of Mythic Europe. The Cunning folk live close to the land. Natural Magicians study the classical works of antiquity, unearthing new secrets. Spirit Masters call magical beings of diabolic sorts. Ascetics are able to take their minds and bodies beyond the mundane limits of the world. **\$22.50**

Parma Fabula Contains a 4 panel GM screen and a 32 page booklet, which has a storyline that can be used in any saga, including artefacts and other noteworthy items; a fully described library; non-player characters, etc. **\$24.00**

The Fallen Angel When something terribly evil from beyond the moon falls to earth, the magi find themselves frighteningly powerless. The magic must discover the secret of the demon's essence and from its native substance forge a weapon to destroy it. Then of course, they must find some-one fool enough to wield it... **\$20.95**

The Babylon Project

SCIENCE FICTION The long awaited role playing game of the spectacular television series, *Babylon 5*. By Chameleon Eclectic.

THE BABYLON PROJECT RPG The year is 2259. The atmosphere aboard Babylon 5, a massive space station set in neutral territory between human space and that of several fractious alien races, is tense. The Earth-Minbari war is over, but trouble is brewing between the Narn and the Centauri. And rumours are circulating - rumours of political chaos back on Earth, of colonies in rebellion, and of the Shadows - a force so dark and powerful that it destroys entire fleets without any survivors. This officially approved RPG of the popular TV series *Babylon 5* is a full color, glossy publication. Full of color paintings inspired from the series, as well as sector maps, photos from the series, and rich background information - without giving away any of the secrets - and there are many secrets: why did the Minbari surrender at the moment of their victory? What did happen to Babylon 4? Who are the Shadows? What do the Vorlons look like? 200+ pages. **\$40.00**

Babylon Project Gamemaster Resource Kit Includes a stunning 3 panel GM screen, master copy of the character record sheet and character worksheet, two full color pages of common logos, battle patches, and a full color booklet with optional game rules, stats on the Explorer starship, & race information. **\$24.00**

Earthforce Sourcebook It's finally been released! Outlines the structure of Earthgov's military arm, delves into military life, details Earthforce facilities and ships, and features a complete miniatures game of ship to ship combat, with ship record sheets provided for most Earthforce ships, and some Narn, Centauri, and Minbari ships, and with color cut-out counters for all ships. The rules are simple to learn but tactics real hard to master. **\$30.00**

Earth Colonies Sourcebook A companion to the Earthforce Sourcebook, which covers humanities military presence in space, this is a complete guide to civilian life in the Earth Alliance sphere, and covers the Mars colony, etc. **\$33.00**

BLOOD DAWN

POST HOLOCAUST The world has been devastated by nuclear and biological weapons, and is plunging into another dark age. By Optimus Design Systems.

BLOOD DAWN RPG A lavishly illustrated 240 page RPG of high quality. Billions of people died in an instant, evaporated in a thousand flashes of brilliant light. Now sixty years after the holocaust the last vestiges of mankind crawl around in the radioactive hell that is the United States and Europe. In this desolate, post-apocalyptic world of Magic, Mutations, and Machines, you must rebuild civilisation. The domed cities are filled with the rich and self righteous who hunt you for sport. Vile and malevolent creatures spawned in the radioactive nightmare hunt you for food. You are a superhuman - genetically and cybernetically altered, and sent forth on the mission to reclaim the Earth. But it's a deadly, deadly world out there, be careful and keep your team close together and weapons ready. **\$39.95**

BLUE PLANET

BLUE PLANET RPG Set in the year 2199, on a water planet called Poseidon, this game is a beautiful, and credible, extrapolation of the future results of humankind's destruction of the Earth's ecological resources. Searching the universe in the year 2078AD, a probe finds a traversable wormhole that leads to the discovery and colonization of Poseidon. During the next century the colony thrives in isolation, as civilization on Earth collapses. Now the desperate and greedy people of Earth have reestablished contact with the colony, and return to exploit the valuable life-prolonging xenosilicate "Long Jong." Meanwhile, in the depths of Poseidon's oceans, the natives of the world pursue their own mysterious goals. **\$45.00**

Blue Planet: Archipelago The largest and most heavily settled group of islands on the world of Poseidon. This is a frontier survival guide, with detailed maps, rich descriptions, key groups and conflicts, latest rumors, clues, plot lines, etc. **\$30.00**

Blue Planet: Cutting Edge The high-tech frontier of Poseidon. Covers computers, cybernetics, genetic engineering, vehicles, weapons, and alien nanotechnology. **\$30.00**

BUBBLEGUM CRISIS

BUBBLEGUM CRISIS RPG Based on the hit anime video series, the *Bubblegum Crisis* RPG is packed with art and information never before published in English - it's everything you need to play in the world of 2033 AD. The AD Police were established as a special branch to deal with riots and terrorism. They now use military weapons, armored vehicles, and powered armor to protect MegaTokyo from the Boomers that increasingly rampage through the city. Yet even bravery and firepower of the AD Police are insufficient when faced with Genom's ever-evolving combat Boomers. MegaTokyo needs help. And like it or not, it will come from The Knight Sabers, a mysterious team of vigilantes stalking MegaTokyo, battling Genom's powerful combat Boomers, equipped with weapons years in advanced of others: harduits and robotic motorcycles. With heaps of color and B&W artwork. **\$38.95**

Bubblegum Crisis: Before & After Details the events, characters and equipment from the two spin-off series from BGC; AD Police which takes place before *Bubblegum Crisis*, where before the Knight Sabers, only the AD Police stood between man and machine; and *Bubblegum Crash*, set after BGC, where amidst a sea of robots and androids, the ultimate evil is back - and only the Knight Sabers stand between MegaTokyo and the total destruction of *Bubblegum Crash*. Packed with new equipment, weapons, boomers, harduits, power armor. **\$28.95**

Bubblegum Crisis EX Has a heap of stuff not in the anime series, including three new battlemovers, five new motorcycles, seven new power suits, seven new motoslaves, personal items, harduits and mods, new weapons, 24 new boomers, original Japanese artwork, complete fusion game stats, adventure, etc. **\$25.50**



CASTLE FALKENSTEIN

FANTASY A fantasy role playing game featuring dashing and gallant heroes set in the Victorian Era of the 1870s, featuring the world as it was rumoured to be, including Jules Vern, Captain Nemo, etc. By RTG.

CASTLE FALKENSTEIN From the creators of *Cyberpunk*. When computer game designer Tom Olam found himself sorcerously shanghaied by a rogue wizard and a faerie Lord, little did he suspect that he would soon become the pivotal force in the struggle to control an alternate Victorian Universe. But before the deadly game could end, he would first have to battle gigantic Landfortresses, outwit dragons, romance a beautiful adventuress, and defeat the Evil legions of a Dark Count out to destroy him. This book is a novel and a game. It is an amazing journey into another universe a few steps from our own, a world of swashbuckling fantasy, high romance, and magical technology. This book has 224 pages, including over 100 pages of color plates. You need a two packs of playing cards to play. **\$45.00**

Comme Il Faut: A Host's Guide to CF Life in the Steam Age is a confusing web of restrictions, rules, mores, and manners. This book gives Players and Hosts alike a guide to living the Stylish Life in the neo-Victorian world of New Europe. Includes Modes, Manners, High Sorcery, Alternate Rules & Clarifications, costumes. **\$28.95**

Steam Age The Chromebook (or Brassbook!) for *Castle Falkenstein*. Includes Captain Nemo's Nautilus submarine, Martian War Machines in Sussex? Airships, Prussian Steam Zeppelins, Landfortresses, Steam automobiles, steam automotons, etc. etc. 104 pages. **\$21.50**

Sixguns & Sorcery America, 1876. Tom Olam has finally returned to the land of his birth, and finds it run behind the scenes by the Freemasons; Voudon haunts the Orleans Free State, Sam Houston is president of Texas, and the Twenty Indian Confederations rule the great plains. From there, things get rather weird. **\$31.95**

The Book of Sigils: Sorcerous Orders Inner mysteries of the Illuminatus and other sorcerous brotherhoods of New Europe. Learn the rituals, spells, secret lodges, etc. **\$23.95**

The Lost Notebook of Leonardo da Vinci The secrets of Engine Magic revealed. The book which Tom Olam brought through

the Faerie Veil to save New Europa with. Sorcery & technology meet in these pages. **\$23.95**
The Memoirs of Auberon Faerie The life story of Auberon, King of the Faerie Seelie Court. In depth source material on all the different types of Faerie: the helpful Brownies, the playful Pixies, the sensuous Naiads, and frightening Bogeys and Haunts; the history of the 5 Earths the Fae have visited, and more. **\$28.95**

Call of Cthulhu

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By Chaosium.

Call of Cthulhu 5th Edition A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, a forensic pathology, an entertaining in-game timeline, an illustrated bestiary. **\$34.95**

1990s Handbook A revision of *Cthulhu Now*, and also bringing Call of Cthulhu to the mid 1990s. New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc. **\$21.00**

Adventures in Arkham Country Five adventures, running the length of the Misty Mountains. Investigators can visit Arkham, Bolton, Dunwich, Falcon Point, Kingsport, and the Dreamlands. Ancient temples, degenerate deep ones, strange disappearances. **\$27.00**

Arkham Sanitarium Contains a large number of useful forms for use in the RPG. Death certificates, insanity certificates, patient records, and even fingerprint forms, & a 25 page Sanitarium prescription pad. **\$27.00**

A Reaction to Time A 64 page scenario book. At first, the death of successful archaeologist Kyle Woodson seemed an accident, an automobile crash turned fatal. When certain medical irregularities become apparent, the investigators end up travelling across the 1990s America until they reach ancient Mayan ruins. **\$19.00**

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. **\$27.00**

Blood Brothers 13 casual adventures, each dubiously developed from old B-grade horror movies, 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. **\$32.00**

Blood Brothers II 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, & is specially constructed to be completed in one or two evenings. **\$32.00**

Cairo Guidebook The lure of the Nile. Set in the 1920s, there are dozens of scenarios in this book, with period maps, plans of ancient and modern structures, the sights of Cairo and excursions possible from Cairo. Though intended for roleplayers, the information in this book is genuine and accurate for the period, some found only here. **\$28.95**

Coming Full Circle The little town of North Ashfield is not the kind of town where evil dwells. Yet it not only dwells, but it thrives. The ghosts of the past and the horrors of the present feed on it. **\$28.95**

The Complete Dreamlands Fourth Edition, expanded and revised. Provides all you need to know to enter the land of dreams. It includes a travelogue of the Dreamlands, a huge gazetteer, statistics for over thirty prominent NPCs, a bestiary of over sixty monsters, a map, two adventures: Lemon Sails and Pickman's Patient, etc. Almost 100 pages of background information. **\$34.95**

Cthulhu Live A live action horror game set in the universe of eldritch horror created by HP Lovecraft. It is a game in which players interact with each other as they explore arcane mysteries. Four to eight players is average, but you can have up to 15. These rules are more simple than the RPG, and there are no dice or tables needed. **\$27.00**

Dark Designs 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. **\$31.95**

Dead Reckonings An anthology of scenarios set in mysterious New England. Set in Arkham, Dunwich, and the small village of Martin's Beach, these adventures span the spectrum of terror. Herein the dead walk, shadows, cults of back, and monstrous forces. **\$23.95**

Delta Green By Pagan Publishing, 298 pages. The largest Cthulhu sourcebook ever. Inside you'll find a secret history of the 20th century, and the movers and shakers who are players in the game: Delta Green, the outlaw conspiracy working inside the US government to fight the darkness, Majestic-12, etc. Plus new skills, new spells, new weapons, two scenarios, etc. **\$47.00**

Encyclopedia Chulhuiana Since Lovecraft's time Cthulhu Mythos has grown exponentially, until it has become increasingly difficult to keep track of, even for devoted fans. This book is the first major attempt in many years to provide a complete guide to Lovecraft's myths. **\$17.95**

Escape From Innsmouth Recreates Lovecraft's most haunted locale. Here are all of the terrible places, brooding characters, evil tomes, and monstrous inhabitants of Innsmouth. This is a revised second edition with an entirely new section. **\$36.95**

Fatal Experiments Three 1920's adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eg, Duck's Foot Pistol. **\$31.95**

Horror's Heart This dangerous investigation is set in Canada, in the 1920s. The investigators meet the powerful Laviole family of Montreal and learn what imperils them, and glimpse a stranger, cult that thrives in Quebec. **\$19.95**

In the Shadows A disappearance, a plea for help, the strike of sudden madness. Three new mysteries lure the investigators into adventure. Each requires heaps of evidence gathering and is life threatening, requiring teamwork. **\$18.95**

Keepers Compendium 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background including: forbidden books, secret cults, alien races, mysterious places. **\$20.95**

King of Chicago Guide to Chicago in the 1920s, featuring background material & scenarios. Lose your sanity in Al Capone's home town! 128 pages. Marcellus in France is also visited. **\$17.95**

Minions Fifteen short scenarios and brief encounters designed for one or more intrepid investigators. What business has the mysterious prowler following an investigator home? What if Farmer Billman have buried squirming beneath the woodland floor? **\$17.50**

Nocturnum: Long Shades By Fantasy Flight. The Nocturnum campaign introduces a new alien evil to your *Call of Cthulhu* game. This first book contains a wealth of background material on this malignant new force, as well as three complete adventures. This is a post-modern setting. **\$32.00**

Secrets Secrets that have been allowed to fester and darken in the shadows. This Fright Night scenario pack is suitable for beginning GMs and investigators, and the adventures also by experience investigators. Handouts and maps. **\$14.50**

Strange Eons Three adventures set in unusual times and places: in Renaissance Spain during the logical, dread, and austere Spanish Inquisition; in a twenty-first century lunar outpost; and Elizabethan England, among certain talented playwrights, sin pregenerated characters are provided in each scenario. **\$24.00**

Taint of Madness Sourcebook discussing the recognisable forms of insanity, the historical treatment of the insane, how the mad or the incompetent are handled, and what the legal complications of being classified insane may portend. **\$29.00**

The 1920s Investigator's Companion Split into four sections.

The Roaring Twenties which details life in that period; On Becoming an investigator which offers 140 different occupations and uses of skills; The Tools of the Trade including unvelled, forklift, transportation, investigators' equipment and guns; Words of Wisdom - advice to the investigator on how to survive. **\$35.00**

The Compact Arkham Unveiled A panoply of Arkham, circa 1928. It's business, scholars, skills, tomes of power, costs, relationships, criminals, cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This is a revised 2nd edition of Arkham unvelled. **\$30.00**

The Compact Trail of Tsathuggua When ancient writings are discovered on a floating iceberg, an expedition is formed at Miskatonic University to investigate. The second scenario focuses on the living horror growing behind the sasquatch legend. **\$14.50**

The Complete Masks of Nyarlathotep At long last the Stars are almost right. Soon Nyarlathotep's plans will come to fruition. The rain world will be changed irrevocably, but not quite yet. Pesky human investigators have learn much, but can they survive long enough to make sense of what they know? This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who attempt to unravel the fate of the Carlyle Expedition. Also includes four new episodes, added keeper support material and a new version for the Australian chapter. **\$36.50**

The Dreaming Stone Set primarily in Lovecraft's Dreamlands. There, the investigators will travel through many realms of wonders. The Temple of Loveliness at Kiran, the Jungle of Kied, the Great Library of the Dreamlands, the desolate Forbidden Lands, and the Far Side of the Moon. Will the investigators be able to halt Nyarlathotep's plan before it is too late? **\$19.00**

Golden Dawn The most notorious occult society of Victorian England, the Hermetic Order of the Golden Dawn. Includes extensive source material including rules for astral projection and Hermetic magic, and four scenarios offering a look at the dark side of Victoria's empire. **\$32.00**

The London Guidebook Explores London during the 1920s. Discover secrets and arcane facets of this fog-shrouded city of mystery. Explore the strange tunnels beneath the city. With scenario maps. **\$24.00**

The New Orleans Guidebook New Orleans in the 1920's is a city of many faces. The gaiety of Mardi Gras is juxtaposed with rampant corruption. The genteel decline of the French Quarter, the location of the city's original settlement, stands in contrast to the rich opulence of the Garden District. **\$27.00**

The Thing at the Threshold A complete 1920s campaign in 3 chapters - in 1890 archaeologists discover some unusual Maori artefacts, a subsequent expedition triggers tragic future consequences. **\$28.95**

The Realm of Shadows A 1940s campaign by Pagan Publishing. Has source material on ghouls, the Cult of the Charnel god, and the notorious Cultes des Goules, as well as four adventures that take investigators through Massachusetts, the Dreamlands, and the rain forests of French Guiana. 200 pages. **\$32.00**

Utatli Asfet A modern globe-trotting campaign. Investigators travel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climatic meeting with the "Eye of Wicked Sight", set in the 1990s. **\$32.95**

Ye Book of Monstres II Dozens of new races and individual creatures for use with the Call of Cthulhu RPG. Includes outer gods, elder gods, Great Old Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities. **\$17.95**

CTHULHU MYTHOS ANTHOLOGIES
 1. The Hastur Cycle A definitive collection of stories about He Who Is Not To Be Named. These are classic stories by Lovecraft & his circle. **\$17.50**

2. Mysteries of the Worm 2nd in the series of classic Cthulhu mythos fiction edited by Robert M. Price. **\$17.50**

3. Cthulhu's Heirs New collection of tales, modern authors, set in the squidgy footsteps of Lovecraft & pals. **\$17.50**

4. Shub-Niggurath Cycle A collection of tales about Shub-Niggurath, the Black Goat of the Wood, an evil deity. **\$17.50**

5. The Book of Iod Thirteen short stories by Henry Kuttner, friend of Lovecraft and Bloch. **\$17.50**

6. The Azathoth Cycle Sixteen horror tales concerning the ultimate chaos god that created the universe by mistake, or as a joke. **\$17.50**

7. Made in Goatwood 17 stories written by authors who admire the works of Ramsey Campbell, including one story by Campbell himself. All stories are set in that fearful part of Severn Valley. **\$17.50**

8. The Dunwich Cycle 9 stories set where horror begins - in the Dunwiches of the world the old ways linger. They are places that shelter horrifying truths. **\$17.50**

9. Cthulhu's Disciples The disciples of Cthulhu are a varied lot. They are obsessive, loners, dangerous, seeking to convert or use others. **\$17.50**

10. The Cthulhu Cycle The latest collection of tales from the Cthulhu Mythos, this one starring the great tentacled monstrosity himself. **\$17.50**

11. The Necronomicon Includes short stories and scholarly essays concerning that most unholy and blasphemous of Mythos tomes, the Necronomicon. **\$17.50**

12. Xothic Legend Cycle The complete Mythos fiction of Lin Carter. **\$17.50**

13. Nyarlathotep The Mighty Messenger of the Outer Gods, Nyarlathotep has also been known to deliver tidings from the Great Old Ones. All of these stories revolve around this god of a Thousand Forms. **\$17.50**

14. Singers of Strange Songs Eleven new tales of horror, set in three reprints of excellent but little known work by Mr. Lumley. **\$21.00**

15. Scroll of Thoth Twelve tales of the Cthulhu mythos by Richard L. Tierney, all focusing upon Simon Magus and the Great Old Ones. **\$21.00**

16. The Complete Pegana Newly set versions of Dunsany's first two books, Gods of Pegana and Time and the Gods. **\$21.00**

17. The Innsmouth Cycle The Taint of the Deep Ones in 13 tales, including the spectre of nuclear weapons, a Freedom of Information Act searching the government coverup of Innsmouth. **\$21.00**

Champions

SUPER HEROES The world of flying super heroes and super villains. By R.Talorian Games & Hero Games.

CHAMPIONS: The New Millennium With 200 pages, 16 in color, this new edition of Champions features the new combined Hero/RTG system, FUZION, which first debuted in *Bubblegum Crisis*. A major cataclysm has shaken the very foundations of our universe, utterly destroying the mighty heroes who once protected humanity. The old Champions are all dead, but their enemies now prey on the world. Dr. Destroyer, Black Paladin, Mechanon, Eurostar, to name a few, are bigger and badder than ever. Only you can stop them. You have newfound unearthly powers, but are you tough enough for the job? Features a powerful story driven setting, you can create the superhero you want to create; and you can design super powered weapons, martial arts and vehicles. With complete character write ups for the new Champions and their enemies, history, organisations, Bay City, special effects, etc. **\$40.00**

Champions: Alliances You can't do it alone. You can do things that most people only dream about, but being a hero is a hard job - you need allies. But not just heroes need allies, the bad guys need allies too. Now get the inside data on the Guard, the Arcadian Academy, the Scions of Caine, Odyssey Research Institute, over two dozen new high powered characters, two new settings, etc. **\$22.50**

Champions: Bay City Information on Bay City, where some of

the greatest heroes and harshest villains on Earth call it home - it's the paranormal capital of the world. Details regions, neighborhoods, 30 hot spots, 20 new heroes and villains, new powers, etc. **\$32.00**

Changeling

HORROR The last game in White Wolf's World of Darkness setting, which includes Vampire, Werewolf, and Wraith. By White Wolf.

CHANGELING: THE DREAMING 2nd Ed RPG Enter into the realm of modern fantasy! Here faerie knights battle for control of ancient fiefdoms under the very noses of the mortal world. This game is filled with fantastic beings of myth and legend, from the towering honorable trolls to the sly and elusive slugh to the mischievous pooka. These children of the Dreaming find themselves trapped on Earth, the ancient pathway to their home closed seemingly for ever. In order to survive they mask themselves in human guises and even live normal lives. This new edition does not use catnip cards! 294 color pages. **\$48.00**

Changeling: The Dreaming Ten D10 dice with bag. **\$10.95**

Changeling Storytellers Guide Here you learn new secrets behind the origins of the nine kits. Discover the 13th kit of the Nunnehi Nations. Delve into the secrets of new Arts, and explore new Legacies and backgrounds. **\$36.00**

Changeling Storytellers Screen 2nd Ed Screen containing all the most useful charts: an introductory story, crossover rules. **\$24.00**

Dreams and Nightmares Enter the world of myth and dreams. Manned to venture into the dreamworld, where you search for nearly forgotten paradise, Arcadia. Others come here in search of treasures and Dream stuff, others for adventure. **\$25.00**

Freeholds & Hidden Glens Freeholds, concealed from the eyes of mortals, are places of splendor that dot cities and countryside across the Earth. Any site where changelings gather may become a freehold, and some ancient glens containing natural wellsprings. **\$23.95**

Immortal Eyes: The Toybox San Francisco, site of the resurgence of the fae on Earth. This city is perhaps the most important to the fae, for the Glamour is more powerful here than in any place on Earth. No other city contains more freeholds & magical sites than this one. **\$23.95**

Immortal Eyes: Shadows on the Hill Welcome to Hawaii, one of the world's natural splendors. From its glittering waterfalls to its fiery volcanoes and black sand beaches, Hawaii is considered to be one of the most beautiful places in the world and a haven for Kithain seeking to flee the ravages of Banality. **\$23.95**

Immortal Eyes: Court of All Kings The Emerald Isle. Ireland - the heart of Celtic myth & legend. Here is a land divided by petty kings, a land of ancient mysteries & of powerful magic. And most sought of all is Sliver's Gate, the last gate to Arcadia. **\$23.95**

Isle of the Mighty Journey to a land of ancient magics and hidden wonders - the Isle of Great Britain. This *Changeling/Mage* crossover explores the hidden realms and secret societies of both magics and Kithain. **\$35.00**

Kithbook: Nockers Although nocker creations are highly prized among the Kingdoms of the Kithain, most changelings bear little love for these woolly and four-mouthed folk. Nockers are nocker personality that few take time to get to know them. **\$19.00**

Kithbook: Satyrs Wild passion is at the heart of all satyrs. Yet they are held in high regard for their wisdom. With a complete history from their origins in ancient Greece to the modern day, new merits, flaws, and treasures only available to satyrs. **\$24.00**

Kithbook: Sluagh Known as whisperers in the darkness, these creatures are mysterious and elusive. They are not to be trusted, but beware, there are some secrets best not learned. **\$19.00**

Kithbook: Trolls Truth, honor, justice. It is for these things that trolls stand. Silent and strong, the trolls are often looked upon the protectors of fae kind. But once the trolls rule the kingdoms of the fae, and maybe they will again one day... for now the trolls continue their silent vigil - watching, waiting. **\$18.95**

Kingdom of the Winds Explore the changing kingdom of the Southwest Concordia. Uncover the secret conspiracies of the noble courts and the commoners. **\$29.00**

Nobles: The Shining Host From time immemorial the noble sidhe have ruled the fae. Learn their secrets of power: how and why they maintain their chokehold over the commoners. This book covers the history of the nobility, from their return in '69 and the Accordance War which followed. **\$18.95**

Nobles Oblige: The Book of Houses Since the Mythic Age, the noble houses have been hailed as the leaders of the fae. Though most know only a little of these houses, few truly understand them. Finally, here is a discourse on the five most powerful houses. **\$29.00**

The Autumn People The world is a deadly place for the fae. Autumn People are everywhere - they bring dullness and tedium to the world. They destroy both chimera and changeling alike. The Dagunain are dark and twisted, & hunt and destroy the fae. **\$18.95**

The Enchanted Sometimes the mortal children of Kithain are chosen by the Dreaming to be part of the world of Enchantment. Though not truly changelings, these people can interact with the fae and are often swept up in their adventures. **\$24.00**

The Shining Host Live roleplay Changeling rules. Welcome to the world of the Dreaming, where the dreams are real. This book has everything you need to bring the magic and mystery of *Changeling* into a live action setting. From chimera to catnips, satyr debauchers to sidhe nobles. And they're waiting for you. **\$24.00**

CHANGELING NOVELS

1. The Splendor Falls
 Baby switching, mischievous tricks, magical abilities. You've heard the stories and legends, but what is the truth about faeries and changelings? **\$9.50**

2. Shadows on the Hill
 The six changelings are trying to find a way back to the land of the dreaming, but so is the Forsworn Prince, but for his own dark purposes. Can they stop him? **\$9.50**

3. Court of All Kings
 One of the Changelings' own has betrayed them. Now he sails for Ireland, ancient home of the sidhe, accompanied by the forsborn Prince, who has three of the faerie treasures known as Immortal Eyes. The remaining oathmates must follow in search of the fourth and final Eystone. **\$9.50**

Chivalry & Sorcery

MEDIEVAL FANTASY One of the all-time classic medieval role playing games, now in its 3rd Edition. By Highlander Designs.

CHIVALRY & SORCERY This new 3rd Edition has a character creation system for both point based and randomly generated characters, or a mixture of the two, in about half-an-hour. Optional rules allow for special abilities, flaws, determining your character's Astrological sign and much more. There are 16 character vocations, a new wilderness system which allows any character to develop any skill; there are over 250 skills; a new Crit Die system which allows for quick and realistic results. You need three 10-sided dice. There are seven magic vocations, heaps of spells, rules for creating magical devices, over 175 magical materials, and rules governing the creation of a Mage's focus. The game is set in late thirteenth century Europe, but includes a huge magical/fantasy

element. 200 pages. **\$32.00**
Chivalry & Sorcery GM's Handbook All the info the GM needs, including awarding experience, designing your own adventures, creating monsters and creatures, how to run a feudal setting, and a complete fantasy setting, including map. **\$29.00**
Chivalry & Sorcery GM's Shield Your typical GM screen as well as a 16 page booklet with a scenario guide and seven new magical devices of power. **\$17.00**
Stormwatch Your party has been charged with creating a buffer zone between the nation of Elb and the advancing Orc hordes. For 4-8 characters of 1st to 3rd level. With eight character cards. **\$13.00**
The Black Dragon Reaches of Marakush Sourcebook that presents a complete fantasy world, including an overall history, wide range of different settings, races, religion, magic, languages, currency, gazetteer, timeline, social background tables, new creatures and technology levels. **\$25.00**

Conspiracy X

SF HORROR/MYSTERY Very clearly inspired by the X-Files television series. By New Millennium Entertainment.

CONSPIRACY X RPG Based heavily on the X-Files. You work for a secret US government organisation, Aegis, who has been aware of extraterrestrial presence on Earth for over forty years. You monitor alien activity and attempt to counter alien endeavours that you feel threaten humanity. But as in the X-Files, you go head-to-head with another secret US government organisation, "Black Box". This organisation co-operates with the aliens, assisting in alien abductions of humans and hideous genetic experiments, in building and maintaining alien bases on earth, and in trading technology. But this other organisation has more money, better equipment such as alien technology and psychics, etc, so right from the start your work is cut out for you. You are up against aliens and the men of the Black Box. 224 profusely illustrated pages. **\$40.00**
Aegis Handbook You are mankind's only hope. What they don't know will hurt them and keeping the truth secret is the only way to protect them. With expanded Aegis recruitment, new backgrounds, more character traits and the newest equipment. Details how to conduct investigations & cover-ups. 160 pages. **\$37.00**
Atlantis Rising The most human of all aliens, the Atlanteans may be humanity's greatest enemy or our only hope. Immortal, invulnerable, possessed of astounding technology, they sit astride the pinnacle that mankind hopes one day to achieve. With history, culture, nanotechnology, NPCs, adventure. **\$29.00**
Conspiracy X Game Master's Screen The usual GMs Screen filled with easy reference charts and tables. Also has a 48 page booklet detailing a pregenerated AEGIS team with complete bios, stats, & cell info. Also a mission. **\$25.50**
Cryptozoology The study of unknown terrestrial lifeforms is called cryptozoology. We know them as Big Foot, Sasquatch, Loch Ness Monster, Yeti, etc. All these and more are revealed in this book. This 128 page book also introduces two new organizations, the Royal Cryptozoology Society & Titanidae. **\$29.00**
Extinct: Saurian Sourcebook. 65 million years ago they destroyed a war on the Earth so devastating that it nearly destroyed that world and everything on it. Those who survived fled to the stars, looking for a new home. Now they are back amongst us, hiding their reptilian forms under false human flesh. Has their technology, history, culture, spacecraft, eight nations, etc. **\$29.00**
Nemesis: The Grey Sourcebook Thousands have reported seeing flying saucers and little grey aliens. Hundreds have described horrifying abductions and experiments. Aegis operatives have been watching Grey activity on Earth for decades, and they are no closer to the truth - until now. This 96 page sourcebook explains the history, technology, psychic powers, etc, of the Greys. **\$24.00**

Cosmic Enforcers

SUPERHERO A superpowered science fiction role playing game in the tradition of Palladium books. By Myrmidon Press.

COSMIC ENFORCERS RPG Puts you in control of technopowered super heroes and villains in a hard core science fiction future of the year 2025. Earth Central sits at the head of the table of the Galactic Alliance, a coalition government of the Milky Way's seven known races. After years of warfare, peace finally reigns, but not for long...Dark forces have gathered their power waiting for the perfect time to strike down the alliance and restore chaos to the universe. Now only one barrier stands in the way of their obsession with total anarchy. They are known as the Cosmic Enforcers. 220 illustrated pages. **\$32.00**
Villains & Foes By Kevin Long. Focuses on the criminals and miscreants of the Galaxy - from sinister villains to misguided heroes, from superpowered terrorists to insane murderers. Also features Chicago in the 21st century, owned by criminals. Has cybernetics, new weapons, powers, magic and psionics. **\$27.00**

Cyberpunk 2020

SCI-FI A hyper-tech near-future of corporate wars, bio-engineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. By R.Talsorian Games.

CYBERPUNK 3rd Edition In 2022 the two mightiest corporations in the world went to war, and touched off a blaze which engulfed the globe. That was years ago. Things have settled down since, but nothing is the same as it was... This new edition of Cyberpunk will be advancing the timeline forward from 2020 by a few years, and adding some new elements which will give the setting a more post-modern, as opposed to post-apocalyptic, feel. Features the new FUZION system, like Bubblegum Crisis. July '98? **\$38.00**
Blackhand's Street Weapons 2020 A complete compilation of statistics and information on every knife, pistol, SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boogsterbang is pointing a peashooter or a hand cannon at you. **\$12.95**
Character Sheets 32 double sided character record sheets. **\$9.50**
Chromebook An illustrated catalogue of the latest cyberware, personal services, fashion accessories, vehicles, net programs, personal weapons, etc. 96 pages of Cyberpunk lifestyle. **\$18.95**
Chromebook # 2 One of the most popular Chromebooks is now back in print. Covers new cyberware including a remote, removable eye, equipment, weapons, including the Rhinemetall Raingun and the Anti-Matter Rifle, both great for dealing with all forms of power armor and metalgear. Also details heaps of new full-body replacement packages - the latest trend in survivability: chameleon devices, etc. **\$22.50**
Chromebook # 4 The biggest vehicle selection ever from town cars to armored cars, a huge software catalog, fashions and more, presented, the cyberware section showcases new models, upgraded Soviet retreats, and info from Interface magazines. **\$15.95**

Compendium of Modern Firearms 224 page comprehensive sourcebook covering everything from pistols & sniper rifles, to grenade launchers & night vision goggles. Illustrated with photos. **\$31.95**
Corps Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. **\$15.95**
Cybergeneration 2nd Ed It is 2027. The Cyberpunk movement is dead, crushed beneath the jackboots of the Incorporated States of America, a tyrannical techno-government that rules through media, money and unstoppable cybernetic might. But a new force has taken to the street to carry on the battle their parents lost. Raised on danger and deception, forged in the fires of a mysterious nanotech plague that has ravaged the 21st century, the handful of angry juvengers now wield incredible powers that defy both science and cybertech. They are the Cybergeneration. This second edition of Cybergeneration is a complete role playing game in the Cyberpunk tradition, featuring 18 yoking character roles, amazing nanotech abilities and powers, edgerunner characters, a complete netrunning and combat system, 21st century weapons, netware, street-tech, the Adversaries and Allies of the Corporate controlled America, lost of background info, and lost more role playing action, with the emphasis on role playing. **\$31.95**
Deep Space 2nd Ed Near Orbit, updated to 2020, with report Mars exploration, maps of the 10th orbital colonies, moon colonies, and more ships, & some Orbital politics. **\$19.95**
Ecofront For Cybergeneration, an info packed journal outlining a specific aspect of the CyberRevolution. In this volume you get the basics on fighting the war for the environment, with information on various Eco-groups, the state of the ecology, and the tools of bioengineering. You can run a strike with the EcoRaiders, etc. Includes the new Cyberevolved status. **\$15.95**
Eurosource Plus European sourcebook for the 2020s has been updated. Still using European authors, the book is 50% larger than the previous edition. Features the education, vocation, & politics of the European Community; roles with a distinctively Euro-twist (these aren't your typical American solos and fixers), tons of background material on all the countries of Europe from Greece to Russia. Describes Euro high society, Interpol, crime syndicates, etc. **\$28.95**
Firestorm: Stormfront The first of two books presenting the events and participants in the Fourth Corporate War. This one focuses on the early stages of the War between OTEC & the Eurocorp CINO. Soon Arasaka and Militech are drawn into the conflict. With water technologies and warfare and the growing sniping war between the corps. This book is the connection between the current edition of Cyberpunk, the new 3rd Ed coming out next year. **\$34.95**
Firestorm: Shockwaves The second of two books presenting the events and participants in the Fourth Corporate War. Now, as brutal battles continue between Arasaka and Militech, cities around the globe turn to rubble. No more covert operations, edgerunners and troops are holding gun battles down the main streets of cities around the globe. Tons of new information. **\$28.95**
Freeb in the Documents of the Revolution series of sourcebooks. Takes a look at the political battle being waged by the CyberRevolution for control of the ISA. Learn the ins and outs of the democratic facade that is the new federal government and find the kinks in its armor to bring it down. Dec? **\$20.95**
Generation Gap The Cybergeneration referees handbook. With tips for players and GMs on how to run a campaign based around kids, and martial about life in the ISA, and information about how to run a CyberRevolution campaign. Dec? **\$18.95**
Hardwired Sourcebook of the high tech, low-intensity war between a ravaged Earth's persecuted inhabitants and the autocratic elite who reside in lurid splendor in the Orbital Platforms. **\$17.95**
Home of the Brave Major sourcebook of the USA in 2020. Includes all 50 States, history of America's fall, the New America with work, education, religion, family, entertainment, etc, the Government, the Armed Forces organization, history & equipment, creating military characters, & the state of the Union. **\$28.95**
Land of the Free The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientists daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2x3" map of the USA with all major cities, carlans, business cards, etc. **\$28.95**
Live and Direct In the 21st century, no one and nothing has more effect on the people than the media, its creators, and its reporters. Military strength and economic might are hallmarks of nation-state and mega-corp alike, but it is influence - the ability to shape perceptions, opinions, and even emotions of billions of people worldwide - that ensures the power of the media. **\$18.95**
Mediafront The nation's populace is fed an unending stream of propaganda and psychological sedatives via the myriad forms of electronic entertainment which permeate ISA culture. Can the Cyberevolved break the iron grip the government has on the minds of the masses? For Cybergeneration. **\$15.95**
Neo Tribes In 2020s America, the Urban Sprawl that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, jackrabbits, and the Neo-tribes, nomads who have given up life under fluorescent light & eating pre-pack, in exchange for starlight, freedom & a life of riding the range, living their own way. **\$18.95**
Pacific Rim Sourcebook The Pacific Rim. The name conjures up images of high-tech glitterlands. Here every dream can come true, reached by the tech-wizards of the Orient. But under the Westernised exterior lie traditions thousands of years old, and beneath the clean streets lurks a shadow world more sinister than any American sprawl. Covers from Hawaii to China, Japan to New Zealand and Australia. The Rim has it all, smuggling, piracy, and revolutions. **\$22.50**
Rache Bartmoss' Brainware Blowout Like Blackhand's Weapons, this book gathers and presents all the software, cybermodels, and computers from all Cyberpunk books. Also stats from all the new stuff in the Netrunner Trading Card game. Tons of illustrations. **\$22.50**
Rough Guide to the UK Great Britain, the birthplace of Punk music, punk fashion, and Punk attitude. There's a Queen on the throne now but martial law still rules a quarter of the country. The book also covers media, society, a general overview of each administrative region, such as Scotland, Sussex, Wales, etc. **\$18.95**
Solo of Fortune II 96 pages including America's top ten solos, the latest in walking vehicles and heavy armaments, full-borg Adam Smasher speaks his mind, civilian and military trends over the next ten years, lots of interviews, info behind the iron curtain, South America, etc. **\$22.50**
Tales from the Forlorn Hope Contains 8 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a monster hunt in the wilds of Eastern Europe. **\$17.95**
The ISA Sourcebook Know your enemy! This book shows you the face of the Incorporated States of America, a frightening place on the edge of tomorrow, where the government never closes. **\$23.95**
VirtualFront Rache Bartmoss returns from the grave again to lead the Cybergeneration on an invasion of the global computer net. For Cybergeneration. **\$15.95**
Wildside Sourcebook on the man in the middle - the fixer. Lets you dive into the hi-rise world of financial factors, backstage manipulations of agents & managers, the info bros, specialising types of fixers, eg, lowlife Leeches, Go-Betweens, create your own

"organisations", etc. **\$19.00**
When Gravity Falls Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, & a sexy adventure. From the novels of George Alex Eiffinger **\$20.00**

Deadlands

Wild West The Wild West in the 1870s USA, but with many differences - one being that Cthulhu has visited the game! By Pinnacle Entertainment.

DEADLANDS RPG The year is 1876, but the history is not our own. The American Civil War rages on, neither side able to establish a clear advantage. A large portion of California has fallen into the sea. The Sioux Nations have reclaimed the Dakotas. And the dead walk among us. Players take the roles of hexslinging Hucksters, Mad Scientists armed with weird, steampunk gizmos, deadly Gunfighters, fearless Indian braves and wizened Shamans. In 1863, a vengeful warband called the Last Sons unleashed the manitous (like Cthulhu monsters etc) upon humanity, and nothing has been the same since. A few relentless heroes have returned from the grave to battle the abominations of these new myths and twisted legends, and their mysterious masters, the Reckoners. **\$42.50**
Deadlands Poker Deck Two complete decks of playing cards with the most wicked West Western art. **\$27.00**
Deadlands T-Shirt XL T-shirt saying *I Am the Law!* **\$32.00**
Hucksters & Hexes Hucksters draw their knowledge of magic from cryptic codes scattered through *Howe's Book of Games*. Reveals *Howe's* secrets and new hexes & arcane lore. *May*. **\$32.00**
Independence Day Celebrate the 4th of July in the Disputed Lands! Ever since he turned up dead, Roman Lynch has been wandering around the Weird West, trying to stay out of trouble that follows him like a hungry bear. He ends up working with Wyatt Earp, and encounters a mysterious serial killer called the Butcher. Contains a novelette and small adventure. **\$8.00**
Marshal Law Your typical GM screen and two all new yarns chock full of horrific secrets guaranteed to send shivers down your hero's spine! Also a new character sheet. **\$24.00**
Night Train Our undead gunslingers next adventure finds him in the town of Varney Flats just as the ominous Night Train rolls into town. This is the third time novel, including an adventure. **\$8.00**
Perdition's Daughter Roman Lynch, Bad Luck Betty and Velvet Van Helder had no idea what they were up against when they took on a job to free a rich man's son from the religious cult he'd joined. It all seemed simple enough. Contains a novelette and small adventure. **\$8.00**
Rascals, Varmints & Critters Desperadoes, abominations and strange critters - the strangest collection of creatures you've ever seen in one place. *Due June*. **\$32.00**
Smith & Robards Mad scientists and their weird gizmos are the focus of this book done in the spirit of a famous catalog. Traditional weapons and elixirs, ornithopters, submersible boats, steam tanks, and other fantastic devices. **\$35.00**
Strange Bedfellows The fourth Dime novel. Roman Lynch doesn't know what's in store for him when he checks out that mysterious Wasatch camp basking in the light of the full moon. But it's more than he bargained for. **\$9.50**
The Book of the Dead Draws back the curtain of death and reveals the secrets of those who have been beyond the veil and back. These die-hard heroes live with the curse that while they should be pushing daisies, an evil manitou has hooked into each of their souls, keeping them from rightful rest. Contains rules for generating and running undead characters in the game. **\$32.00**
The Quick & the Dead The guide to the weird west, including the election of '76, the Great Rail Wars, the twisted tales of the High Plains, the low-down on towns such as Deadwood, Tombstone and Dodge, new rules for posess and Marshals, arcane lore on knacks, relics and duels. A 144 page hardback book. **\$39.95**
Twisted Tales This here book's got place in it for you to record your posse's wanderings in the Weird West, plus there's a deluxe character record sheet, and rules for giving faithful writers a bonus for their efforts. **\$8.00**
Weird Wallin's The Deadlands music CD! About 60 minutes of music to set the scene when roleplaying the game. **\$27.00**

See Deadlands in the Miniatures section for The Great Rail Wars and range of miniatures.

Advanced Dungeons & Dragons

FANTASY A bunch of people sit around a table, scoffing junk food, screaming deliriously with every '20' rolled, and generally trying to kill everything that moves & hoarding loot! By TSR.

INTRODUCTION

The Complete AD&D Starter Set Epic roleplaying adventures with knights, dragons and magic. Picture a world filled with monsters, treasures, and daring deeds waiting to be done. Imagine crumbling stone towers and mysterious underground dungeons waiting to be explored and plundered. Imagine yourself as a mighty hero, a cunning wizard, or a stealthy thief, facing every adventure with your sword or magic. Two to seven players play this introductory game. Includes rules, GM screen, a mini monstrous manual, dungeon map, six hero cards, six plastic figures of player characters, seven dice, and one hundred hours of adventures. **\$44.95**

CORE RULES

Player's Handbook Revised 2nd Ed. The AD&D 2nd Ed Players Handbook has come out in a brand-new, all color hardback format, with a fresh and exciting layout and many dozens of new illustrations - a feast for the eyes as well as the imagination! Containing the newly updated and corrected 2nd Edition rules for players. 320 full color pages. **\$47.95**
Dungeon Master's Guide Revised 2nd Ed. The greatest of the AD&D gamebooks is the new, all color AD&D 2nd Ed Dungeon Masters Guide. This printing contains the complete, updated, and fully corrected text of the earlier 2nd Ed version, but in a gorgeous new format. 240 pages. **\$39.95**
AD&D CD-ROM Volume I CORE RULES Every aspect of the game is faithfully and beautifully incorporated into a fully cross-referenced, interactive electronic manual, with the complete text of the *Player's Handbook*, *Dungeon Masters Guide*, *Monstrous Manual*, *Tome of Magic* and *Arms & Equipment Guide*. DMs & players can easily & quickly generate full characters; a map generation system to create dungeons, villages, towns, cities, castles, & wilderness; also a computer animated 3-D tour of a village. IBM Requires Windows 3.1 or '95, CD-ROM, 486+, 8mb RAM. Note New Price! **\$64.95**

8 - Roleplaying Games: AD&D

MCC1 Monstrous Manual The definitive sourcebook of monsters for the AD&D world. This 384 page hardback book contains lots of critters from MC1, MC2 & a few other sources. Some updated material plus heaps of colour illustrations. **\$47.95**
Tome of Magic 2nd Ed. New forms of Wizard magic - elementalists, metamagic & wild magic; new Priest spheres - chaos, law, numbers, thought, time, war & wards! & new magic items. 192 pages. Now in softcover format. **\$34.95**
AD&D Dungeon Master's Option Rulebook: High Level Campaigns 192 page hardback book, which offers heavy-duty advice for carefully constructing and maintaining many sorts of AD&D high-level campaigns. Has dangerous opponents, saga-length campaign ideas, divine intervention, spy networks, etc. **\$31.95**
AD&D Player's Option Rulebook: Combat & Tactics all the optional combat rules any gamer could want are in this book. With an advanced and improved tactical melee system, critical hits and wound-and-injury effects, armor construction and repair, new weapons from ancient times to the renaissance, monster tactics, terrain effects. **\$31.95**
AD&D Player's Option Rulebook: Skills & Powers House rules with new character abilities, ways to expand old powers, new sensory powers, development of personal goals and motivations, zero-level characters, new races as characters, etc. Softcover. **\$36.95**
AD&D Player's Option Rulebook: Spells & Magic New rules for spells and magic, new schools of magic for wizards, and brand new spells for both priest and wizard players. **\$34.95**

ACCESSORIES - CORE MATERIAL

Book of Artifacts 160 page hardback describing a wealth of magical items. Includes info on how to create artifacts for magical item players can wield ludicrously powerful trinkets! **\$31.95**
Chronomancer The last and most dangerous fantasy world lies not in space but in time. At last, the Plane of Time is open to those few wizards who would risk everything - even their own existence - to visit ancient and forgotten lands. With new spells, powers, realms. **\$19.95**
Magic Encyclopedia Vol. 2 Continues the above; each entry includes brief description, illustration, original page ref. & GP value. **\$17.95**
DM's Screen and Master Index Revised DM's screen incorporating all the most commonly referenced tables from the AD&D rule books in an easy to use, ready reference format that keeps them handy during play. The master index to AD&D rulebooks makes it easy for anyone to get access to complete info on any topic or rule in the AD&D game. **\$17.95**
AD&D Character Record Sheets These are the all new AD&D 2nd Edition Character Record Sheets, where you can record your character's ability scores, possessions. **\$15.95**

ACCESSORIES - CAMPAIGN MATERIAL

Arms & Equipment Guide Comprehensive catalogue of weapons, armour and equipment for the Medieval period. Includes item cost & correct application, plus lots of nifty illustrations. **\$28.95**
Charlemagne's Paladins Combines the period of Europe's Holy Roman Empire and the wars against the Saxons, but spiced liberally with rich folklore. Campaign of the dawn of chivalry. **\$23.95**
Complete Book of Villains creating and handling memorable & challenging foes, by helping DMs develop each aspect of those villains, making them more real. **\$28.95**
Country Sites Every DM has a wilderness, but what about special encounter areas, such as ruins, country manors, roadside inns, and villages? Includes adventure hooks. **\$19.95**
Dragon Mountain A deluxe dungeon set - deluxe can be interpreted as meaning large color map suitable for miniatures, cardstock figures, player handouts, and endless hordes of monsters patiently waiting for a greedy bunch of treasure-hunters to bash the daylight out of 'em and steal the loot! **\$59.95**
Dungeon Builder's Guidebook How to construct terrifying underground dwellings. With 32 pages of map templates, a random dungeon generator, tables for stocking dungeons with traps, treasure, & tins and guidelines. **\$31.95**
Glory of Rome Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. **\$28.95**
Monster Mythology Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc). Goblins (Orcs, Goblins, etc), Underdark races (the Drow, etc), Giants, the Seas, the Skies, Scaly Folk, Demons, Folk, and the Sylvan races. **\$23.95**
Sages & Specialists Presents new rules and specialised nonplayer character classes to use in any campaign world. These nonplayer characters are unique in that they can grow and develop along with the players' characters. **\$28.95**
The Dancing Hut of Baba Yaga A witch the size of a tree with a house on her back like a snail - except the house/hut is bigger on the inside than on the outside, a madhouse of magic & death. **\$15.95**
World Builder's Guidebook Chock-full of tips, hints, tables, and menus to help you design your own fantasy campaign world compatible with any roleplaying game system, complete with a convenient pad of design forms and aids. **\$31.95**

ACCESSORIES - PLAYER'S MATERIAL

CR1 Wizard Spell Cards Features a pocket-sized card for over 400 core-rule spells, these can be used to remove 'spells' memorised' by characters. Includes statistics & spell descriptions - cut! **\$39.95**
CR2 Priest Spell Cards Same as above, but for Priest spells, obviously. With over 400 cards. **\$39.95**
Deck of Magical Items Here's a box of 432 cards, each displaying all the pertinent player information of a particular magic device - collect 'em all! **\$39.95**
PHBR1 Complete Fighter Manual Covers character creation, warrior kits (sub-classes like Amazon, Barbarian, Berserker), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, weapons, variant armor, & more! 124 pp. **\$31.95**
PHBR2 Complete Thief Manual Includes the Code of the Professional, new professions, thief kits (sub-classes like acrobat, spy, bounty hunter, etc), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc), & the Thief Campaign! **\$31.95**
PHBR3 Complete Priest Handbook Features the basic premise of Clerics & pantheons, complete for designing new faiths, sample Priesthoods (ie. Arts, Deeds, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items. **\$31.95**
PHBR4 Complete Wizard Handbook Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns, Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages. **\$31.95**
PHBR5 Complete Psionics Handbook Covers the Psionicist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairvoyance, Psychokinesis, Psychometabolism, Psychoporation, Telepathy, and Metapsionics! 128 pages. **\$31.95**
PHBR6 Complete Dwarves Handbook Features 6 Dwarven Subraces, Dwarven culture & ideals, character creation, proficiencies, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. **\$31.95**
PHBR7 Complete Bard Handbook Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster,

Thespian, etc), dual-classed or multi-classed Bards, Dwarven Chanters, Elven Minstrels, Gnome Professors, Halfling Whistlers, new professions, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc! **\$31.95**
PHBR8 Complete Elves Handbook Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funeral ceremonies, extra proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, bladesinger, etc), and more! 118 pages. **\$31.95**
PHBR9 Complete Book of Gnomes & Halflings Details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins, who have turned stealth into an art form that makes ninja look like clowns. This book promotes character development & enriches the game environment. **\$31.95**
PHBR10 Complete Book of Humanoids Drastically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just humans, elves, dwarves, etc. **\$31.95**
PHBR11 Complete Ranger's Handbook Details rangers, loners who brave the wilds and unknown, tracking, seeking, and hunting. This book details all relevant rules and tables, their skills and development, kits such as Forest Runners, Falconers, Guardian, Pathfinder, Stalker, etc. With new spells and magical items, new proficiencies, etc. 128 pages. **\$31.95**
PHBR12 Complete Paladin Handbook In the fight against evil, the paladin stands as God's supreme, undaunted champion. This accessory helps you to play the noblest warriors of AD&D. Create or enhance your paladin with new proficiencies and equipment, new rules for bonded mounts, and paladin kits like the divinate, envoy, ghosthunter, skyriider, and indomitable wyrmslayer. **\$31.95**
PHBR13 Complete Druid's Handbook Druids love forests, but they also love the arctic tundra, tropical rain forests, savannas, even the fungi caverns of the Underdark. **\$31.95**
PHBR14 Complete Barbarian's Handbook Warriors, thieves, and spellcasters from primitive societies, even Stone Age fantasy cultures. New skills, expanded rules, nonhuman barbarians, etc. **\$31.95**
PHBR15 Complete Ninja Handbook Presents the ninja, a combination of spy, thief, and secret warrior, who takes on the most dangerous and deadly missions of all. Humans from any culture can be become ninjas. **\$31.95**

ACCESSORIES - MISCELLANEA

1996 Annual Monstrous Compendium Vol 3 Compiles a years worth of monsters for the entire line of AD&D game products. There are also some entirely new creatures. **\$31.95**
1997 Annual Monstrous Compendium Vol 4 Collects new monsters from a wide array of AD&D game products during the past year, plus new monsters never seen before. With full color illustrations. **\$29.00**
College of Wizardry The wizard's guild is a powerful institution in the major cities of most fantasy campaign worlds. But little is known about these mysterious and exclusive organisations. Until now. With a full color poster showing the towers of Mathg. **\$29.00**
Council of Wyrms Play a dragon PC in this deluxe adventure, an epic quest in which the Council of Wyrms send you off to aid the dragon races. 3 64 page books, 12 cardsheets, 3 poster maps. **\$39.95**
Deck of Encounters Set #1 432 cards with unique and exciting encounters with monsters or nonplayer characters. The DM can choose cards & arrange as desired, or can be drawn at random. **\$39.95**
Deck of Encounters Set #2 432 cards with all-new and exciting encounters with monsters or NP characters. **\$45.00**
Deck of Psionic Powers 288 cards that each feature a psionic power. Psionic battle rules, monsters, & other essential info is also presented on the deck. No more consulting rule books! **\$28.95**
Encyclopedia Magica Volume 1 A-C 384 hardbound book that lists and details every single magical item created for AD&D. Includes new magical devices, color & B&W illustrations. **\$34.95**
Encyclopedia Magica Volume 2 D-P 416 pages with every single magic item from AD&D for letters D-P, with new material and rules clarifications. **\$39.95**
Encyclopedia Magica Volume 3 P-S 416 page book detailing every AD&D magical item ever created. **\$39.95**
Encyclopedia Magica Volume 4 S-Z 416 pages that detail all of the magic items for AD&D. **\$39.95**
From the Dragon's Mouth This small novel sized book is basically an introduction to TSR's universe of games, from AD&D to Spellfire. **\$12.50**
GR1 Strongholds Lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FR8, WGAA2, WGA3, and the Castles box set - ideal for street scenes. **\$38.00**
G4 Treasure Chest Collection of hooks, or ideas, for adventures. Each hook features full color handouts - one for the DM, another for the players. This way the DM fools the player as to the real goal of the characters mission. **\$19.95**
The Worlds of TSR 144 page book of TSR's art, including Al-Lemon, Forgotten Realms, Dragonlance, Ravenloft, Dark Sun, etc. 200 full color illustrations. **\$29.95**
Treasure Tales Sixteen adventure hooks for any campaign world are presented on full color handouts. Each adventure comes on two separate sheets, but only the DM's tells the full story. The second sheet includes a clue to lead on the player characters. **\$20.95**
Wizard's Spell Compendium Vol I Every official wizard spell created for the AD&D game is collected in this set of reference books, using the same format as the Encyclopedia Magica series. This volume holds over 1,000 spells from many AD&D materials. **\$39.95**
Wizard's Spell Compendium Vol 2 Continues the collection of every official wizard spell for the AD&D game from *The Player's Handbook*, *Tome of Magic*, *Complete Wizard's Handbook*. **\$40.00**
Wizard's Spell Compendium Vol 3 The official reference book and definitive source for wizards spells in the AD&D game. Spells have been collected from rule books, campaign settings, supplements, adventures, even magazines dating back to 1975! **\$40.00**
Wizard's Spell Compendium Vol 4 completes the monumental collection of every official wizard spell for the AD&D game. **\$40.00**

MISCELLANEOUS ADVENTURES

A Paladin in Hell Takes high-level characters on a wild ride into the Lower Planes to fight evil. Brings back such fiends and foes as Emirikol the Chaotic, Asmodeus, & other Dukes of Hell. **\$22.50**
Player's Option Adventure: Gates of Firestorm Peak The first adventure using the full range of optional rules presented in the *Players Option Combat & Tactics*, *Skills & Powers*, *Spells & Magic*. For character levels 6 - 15. More info later. **\$31.95**
Moonlight Madness The curse of lycanthropy has struck and a stalwart band of heroes must face the moon to find a cure before one of them does something they will regret. You'll encounter hermits, sphinxes, dinosaurs, pixies, amazons, bandits... **\$18.95**
Reunion An RPGA network adventure for *Al Qadim*. A villain's greed causes the destruction and dispersion of an entire tribe of desert nomads. You must rescue the survivors. **\$15.95**
The Lost Shrine of BUNDUSATUR Buried for more than a century, the ancient temple of BUNDUSATUR has resurfaced. What lurks within its catacombs? **\$15.95**

Monstrous Arcana

A Darkness Gathering First in a three part series that pits player characters against the dark agenda of the Illithids, in this case

- the extinguishing of the sun. Can be played alone. **Due July \$16.00**
Masters of Eternal Night Sequel to *A Darkness Gathering*. The player characters must challenge the Illithids in a faraway realm, a realm once dominated by them. **Due Sept. \$16.00**
Dawn of the Overmind Sequel to *Masters of Eternal Night*. Completes the series - can you stop the mind flayers before a new age of terror descends upon the world. **Due Nov. \$22.50**
I, Tyrant First in a new series of heavily illustrated Monstrous Arcana reference books, detailing the nightmarish world of beholders, creatures of tremendous intelligence and magical power. Beholders are covered from every angle: their architecture, psychology, goals & motivations, weaknesses, etc. **\$28.95**



Eye of Doom The trail of horror leads deeper into the abyss of the beholder underworld, levels 6 - 10. **\$12.95**
Eye to Eye The adventure trilogy reaches its shattering climax when the heroes face the mightiest of the eye tyrants. Twice the length of the other two adventures, levels 8 - 12. **\$20.95**
Evil Tide An adventure that ties into *The Sea Devils* accessory. All along the coasts, villages have been devastated by the rampages of the horrible fishermen. A call for help is sent to the adventurers - but not all is as it seems. This is part one of a trilogy. **\$14.50**
Night of the Shark Sequel to *Evil Tide*, but can be played by itself. The fury of the evil fishermen is greater than anyone imagined, and their raids of terror threaten to destroy a kingdom. How can we stop them? **\$16.00**
Of Ships and the Sea The open sea, primal and unknown, beckons. Rules for sailing ships to exotic lands, and two systems for conducting naval combat. Also extends below the waves, revealing the secrets of underwater adventuring and exploration. The rules support *The Sea Devils* and the *Sahuagin* adventure trilogy. **\$32.00**
Sea of Blood Sequel to *Night of the Shark*. The trail of death and destruction caused by the fishermen leads beneath the waves and into the heart of their watery kingdom. Can be played by itself. **\$14.50**
The Illithiad Inside this lavishly illustrated, full-color tome you'll find detailed information on mind flayer society, psychology, anatomy, history & new psionic disciplines. **\$32.00**
The Sea Devils The sahuagin are known by many names: Devil Men of the Deep and the Sea Devils being the most common. This color illustrated 96 page book details the highly organised structure of their society, insight into their predatory mind, their dark deity, one of their villages is outlined in detail, etc. **\$32.00**

Odyssey

Tale of the Comet Boxed set. Strange lights in the sky, prophecies of doom, and a threat unlike any other draw the heroes to Aston Point. In this small frontier town, the fate of the world will be decided. If the heroes and their strange new allies defeat the invaders, they must pass through a portal to another battlefield, a metal city on a far-distant world, where aliens fight desperately against death machines intent on exterminating all organic life. A 32 page book, two 64 page books, maps, charts, posters. **\$48.00**
Tale of the Comet Novel Novels collide when a comet crashes into the mountain village of Aston Point. After the comet is revealed to be a starship from a faraway planet, the townsfolk are dragged into a deadly battle between the alien Rael and a sinister artificial intelligence. **\$9.50**

Tomes

Jakondor: Island of War! The Knorr barbarians, driven from their homeland, wanted nothing but freedom and an honorable existence when they landed on the shores of Jakondor. What they found was an island occupied by despicable wielders of vile magic, who rely on legions of animated corpses to do their fighting. Two campaigns in one. This self-contained, alternate AD&D campaign world fits into any AD&D campaign. Players choose one side of the conflict, either the race of wild barbarians, or the clan of technomancer wizards. **\$34.95**
Jakondor: Island of Desinity Continues the saga of civilized wizards against savage barbarians. You play the role of a mage trying to defend against the barbarians hordes. **July \$34.95**
Jakondor: Island of Legend Close the epic struggle between the wizards and the barbarians. Legendary battles and quests that will either unite the two groups or destroy them. **Nov. \$34.95**
Return to the Tomb of Horrors The most popular of all AD&D game adventures. The demi-lich was slain and the tomb cleansed of its terrors - or so we thought. Could it be that some other, more terrible evil has taken up residence in Acererak's tomb? Includes reduced version of original adventure. **Dec/Jan. \$48.00**
The Rod of Seven Parts The Rod of Seven Parts is one of the most powerful artifacts in the AD&D game. The heroes face the incredible challenge of finding and piecing together all seven parts and harnessing the power of the Rod to defeat the Queen of Chaos and Miska the Wolf-Spider. Includes adventure books, a book of monsters, player reference cards, and 6 detailed poster maps. **\$47.95**
The Rod of Seven Parts Hardback Novel When a thief stumbles upon a part of the Rod, a clash of powers erupts that threatens to destroy his own world and many others. By Douglas Niles. **\$34.95**

Savage Coast Novel

1. The Black Vessel A powerful wizard and his warrior allies race against time and treachery to unlock the secrets of an ancient statue. What deadly key to the forgotten past and the mysterious Red Curse does it hold? **\$9.50**

Planescape

PLANESCAPE CAMPAIGN SETTING A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. Rub shoulders with fiends, and realise that attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. **\$47.95**

A Guide to the Astral Plane The first-ever detailed guide to the "Silver Void", this accessory supplies key information on the drifting corpses of forgotten gods, the evil race of githyanki, violent astral storms, strange psychic energies, etc. **\$25.95**

A Guide to the Ethereal Plane An exotic and fascinating place to explore, detailing the environment and multitude of creatures that live there. **Due Sep.** **\$27.00**

Dead Gods Something's killing gods and other high-ups in the planes, and no one knows who or why. Leads players throughout the planes and right into the middle of events that will shake the multiverse. Two connected adventures. **\$48.00**

Doors to the Unknown Four short adventures takes heroes on a tour of the deadly and the bizarre that spans the Astral, Inner and Outer Planes. Levels 2-10. **\$20.95**

Faces of Evil: The Fiends The enigmatic fiends, malevolent monsters that wage the Blood War and terrorize mortals - come to life! Culture, politics, and lifestyles of some of the most dreaded and popular creatures are brought to light. Everything you want to know about fiends. **\$30.00**

Faction War All-out war on the streets of Sigil, forcing all to choose sides and prepare for the final conflict. **Due Nov.** **\$32.00**

Fires of Dis A deluxe adventure where the characters travel to the terrifying plane of Baator, home of the evil baatezu. They travel through the 1st level of Baator & to the 2nd to the city of Dis. **\$20.95**

Harbinger House Deluxe adventure featuring full color art & a double panel GM screen. Centres around a mysterious house & the harmes that is a nexus of power. **\$19.95**

Helldound: The Blood War A colossal adventure plunging heroes into the Blood War, the millennia-old conflict between the fiends of the Lower Planes. Contains shocking revelations about the fiends and their origins and introduces the legendary commanders of the Blood War. Boxed set including 16 page comic, books, mapbook. **\$39.95**

In the Abyss Adventure which quests into the heart of the Blood War between the tanar'ri and baatezu, levels 7 - 10. **\$15.95**

In the Cage: A Guide to Sigil Sigil, the City of Doors, the Gateway to the Planes. Includes a poster size map illustrating the city's thoroughfares in stunning color. Visitors will explore the city ward by ward and discover the criminal elements of each. **\$23.95**

Monstrous Compendium Planescape Appendix I 128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix. **\$28.95**

Monstrous Compendium Planescape Appendix II With full color art of heaps of new beasts. **\$27.95**

Monstrous Compendium Planescape Appendix III The creatures of the Inner Planes are vicious-beasts that thrive in raging fire, bottomless void, blinding radiance, acidic vacuum. Dozens of new monsters, and a few old ones updated. **\$32.00**

On Hallowed Ground Revealed - the inside word on the gods of the Outer Planes. Gives players new foes and powers to contend with. With new rules to expand & enhance the role of priest characters. **\$39.95**

Planes of Chaos A boxed campaign expansion of the chaos planes, including Arborea, home of the Greek gods, the home of Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. **\$47.95**

Planes of Conflict A deluxe expansion for Planescape featuring six neutrally aligned planes: Bytopia, Elysium, the Beastlands, Gehenna, the Gray Waste, and the prison plane of Carceri. **\$47.95**

Planes of Law Home to the baatezu, one of the most powerful & terrifying of all monster races. More than 200 pages, the 5 new levels in the Planes, Mt Celestia, Baator, Acheron, Mechanus & Arcadia. Boxed set that containing 5 double sided poster maps. **\$47.95**

Players Primer to the Outlands A unique audio CD geared towards GMs. The disk contains a working guide to the people and places of the plane called the Outlands. 32 pages, map, CD. **\$23.95**

Something Wild When a sinister sect escapes the Red Prison and invades the Beastlands, the result is something wild. This adventure for character levels 4 - 7 features two popular planes, & foreshadows events in the upcoming *Helldound: The Blood War* adventure. **\$20.95**

Tales from the Infinite Staircase A crossover product with Forgotten Realms. An anthology of eight linked adventures which takes players to exotic locales throughout the planes. **June.** **\$32.00**

The City of Doors Dives into the dark realities of life in the city at the centre of the multiverse. Provides a ward by ward look at specific locations. **Due Nov.** **\$48.00**

The Deva Spark Adventure - players find a deva being pursued by a bebilith. But devas are supposed to be good & lawful, and Bebiliths only hunt down evil tanar'ri, so what's going on? Player levels 5 - 9. **\$15.95**

The Eternal Boundary An adventure for player levels 1 - 5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape play. **\$15.95**

The Factor's Manifesto 160 page deluxe, full color volume that takes fifteen factions (cliques that players can join) first presented in the campaign setting box and details them in full for both DM and player. There are factol essays, guidelines on faction interaction, proficiencies, magic, equipment, etc. **\$31.95**

The Great Modron March The cute little clockwork creatures known as modrons march through the grand Upper Planes, the chaotic soup of Limbo and the horrors of the Abyss, several years before they are due. What is going on? Can the player characters help them succeed in their march? Or will they all die. **\$40.00**

The Inner Planes Of all the planes in the multiverse, none are as hostile to mortal life as the Inner Planes. From Fire to Water, Ozoe to Ice, Lightning to Ash, very dangerous! **Due Jan 99.** **\$31.95**

The Planeswalker's Handbook Provides vital info about the planes and introduces new character roles and races. It also defines the new Planeswalker character kit for every class and features new proficiencies, spells, and planar equipment. **\$31.95**

The Well of Worlds A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. **\$23.95**

PLANESCAPE NOVELS

Blood Wars Trilogy

- 1. Blood Hostages** Two cousins become pawns in the most fiendish war in existence, the eternal Blood War. They enter twisted worlds where they discover they are part of a much larger plot to turn the tide of the Blood War. **\$9.50**
- 2. Abyssal Warriors** Ranges across the planes of existence as Aeracs and Nina struggle on opposite sides of the escalating conflict, he in Sigil, she at the head of an evil abyssal army. **\$9.50**
- 3. Planar Powers** It is time for Tara, daughter of Aeracs, and Aegis son of Nina, to make a stand. Of course, they may need some help from a skeletal god, a gnomish music maker, a fallen angel, and other powers. **\$9.50**

Other Planescape Novels

- 1. Pages of Pain** The silence is broken! Discover the painful truth of the Lady of Pain's memoirs. Here are the most innermost thoughts of the most feared character in the Planescape multiverse, as a man wrongly condemned to the Mazes refuses to succumb to her other dimensional prison of insanity and despair. **\$9.50**

Birthright

BIRTHRIGHT: Campaign Setting New Edition Rediscover the Birthright campaign, a land of legend, with this new edition. The fallen god of evil, Azrai, was sundered into pieces and his blood continues to empower his wicked followers. Prevent the spawn of evil from gathering their former lord's power. **Relics of Destruction** Under the surface of the world, evil is rekindled. The Cold Rider is the Heart of Azrai, driven to reclaim his lost power. Old alliances are shaken. **Due Dec.** **\$22.50**

Ilien Domain Sourcebook The benevolent wizard Count Aglondier of Ilien is dead! He has left control of his realm to his trusted apprentice - you. With the considerable power of realm magic behind you, your task is to govern Ilien and defend it from many enemies. **\$10.95**

Khourane Domain Sourcebook A sea power ruled by wizards. Detailed information on the mariners of Khourane, etc. **\$12.95**

King of the Giantdowns The Great Downs are the stuff of legends, but they are threatened by a new awnshagh, the humanoid known as Ghuralli, who strives to make his small kingdom a rival to the Gorgon's Crown. His armies stand ready to strike down the human settlers. Can you defeat Ghuralli by uniting the scattered Rjurik settlers? **A 64 page adventure, new accessary.** **\$19.00**

Legends of the Hero Kings More than 12 adventures that can be set in any region in Birthright. **\$31.95**

Naval Battle System: The Seas of Cerilia All the rules to add the excitement of naval combat to every campaign. Features the Naval Battle System from the Cities of the Sun campaign expansion, including the war cards, battle mat, and counters. **\$19.95**

Shadow Moon: The Essence of Evil An evil triumvirate opens a door into the ominous Shadow World. Hero kings must unravel the tangled threads leading into dark, unfamiliar realms, and make unlikely alliances. **Due Oct.** **\$27.00**

Sword of Koele Hero-agents from Anuire and Khinasi will test their limits against the Abomination, the Chimera. **\$20.95**

Talinie Domain Sourcebook To keep yourself on the throne known as the Oak Seat, you must control Cerilia, including its without giving them reason to rise against you, but also beware of traitors in your own court - your predecessor didn't die of natural causes. **\$10.95**

The Book of Priestcraft Priests are more than mere physicians tending the wounded and healing the sick - they are defenders of the realm, champions of their god, and the politicians of Cerilia. **\$32.00**

The Book of Regency 3rd in the *Books of Scions* series, exploring the powers, duties, and goals of ruling in Cerilia. Includes 320 advice, new domain access, new blood abilities, etc. **Due Sep.** **\$32.00**

Tribes of the Heartless Wastes The savage lands of the brutal Vos, laid open at last. This campaign expansion has new rules, new spells, and details about the cultures of the frozen tundra. **\$32.00**

Birthright Novels

- 2. The Hag's Contract** This novel is the story of the legendary pirate king, Hrich who made an unholy pact with the Abomination, the Hag, to free his kingdom from the savage orog and goblin tribes. **\$9.50**
- 3. The Iron Throne** Anuire still stands. But so too does one of the greatest villains created in the gods-death - the brutal and power-hungry Gorgon. The Gorgon seeks to destroy the ancient empire, and to drink the blood-power of Roelers from the heart of Emperor Michael. **\$11.50**
- 4. War** Sequel to The Iron Throne. Michael Roelc died trying to save his empire. Now it is fraught with anarchy and intrigue as heirs, pretenders and usurpers vie for power, threatening to tear the realm asunder. A new saviour is needed. **\$34.95**
- 5. The Spider's Tale** Novel of the story of Richard Endier's battle of wits with the Abomination, the Spider, and his triumph against all odds that leads to the founding of the kingdom bearing his name. **\$9.50**

Dark Sun

TSR has dropped Dark Sun, so these stocks are limited.

DARK SUN CAMPAIGN MATERIAL

DARK SUN Revised Campaign Setting The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Thy region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Threen, Halfling Skyfarers, new expanded rules. And a psionic Primer featuring basic psionic rules & powers. **\$47.95**

City by the Silt Sea The first epic underground adventure for Dark Sun. Something evil has awoken in ancient Giustenal - Dregoth, the undead dragon king, and he is quickly building an army. **\$39.95**

Defilers and Preservers: Wizards of Athas Provides new proficiencies, character kits, and vital information on the unique wizards of Dark Sun. Also details the new storm mage class of wizards who draw their magic from the fierce Tystorms raging across Athas. **\$25.95**

Dragon Kings A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc), high-level Psionics, Illusionist magic for Rogues, some extra monsters, 90 new spells & psionic devotions. **\$31.95**

Psionic Artifacts of Athas An incredible array of psionic powers, including remnants of Athas' Blue Age: living biomagical items of immense power. **\$31.95**

The Wanderer's Chronicle: Mind Lords of the Last Sea Within the depths of the Last Sea, mysteries never dreamed of. Ruling this verdant paradise are the Mind Lords, vestiges of an age when psionic powers were at their peak. Includes an adventure. **\$32.00**

DARK SUN ADVENTURE MODULES

Windriders of the Jagged Cliffs Offers expansive info on a new area of Athas uncovered into the Prism Pentad boxed set. The Windriders are a nation of halflings living in the cliffs dividing the Thy region from the Thri-Kreen empire. **\$23.95**

DARK SUN NOVELS

Prism Pentad

- 1. Verdant Passage** Kalak, an immortal sorcerer-king whose evil magic has reduced the majestic city of Tyr to a desolate place of dust, blood, and fear. His thousand year reign is about to end. **\$7.95**
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FORGOTTEN REALMS

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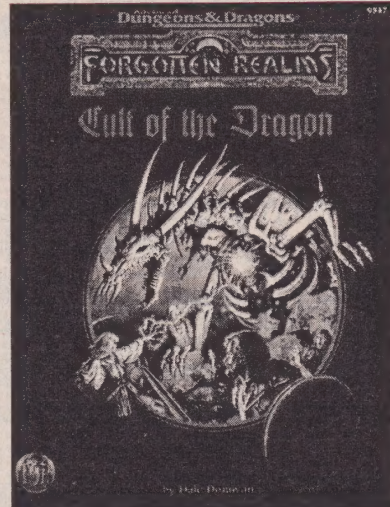
Menzoberranzan The underground Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lolth. Contains three books: The City (details streets & districts, customs, daily life, etc.), The Houses (describes the 18 ruling Houses, their Matrons Mothers, their immediate families, politics, & The Adventure (64 page labyrinthine scenario called Menace in Menzoberranzan). There are also 4 21" x 32" maps of the city, a plan of the House Baenre compound, etc! **\$47.95**

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Miscellaneous Books

1. **Spellfire** Shandril of Highmoon, an orphaned girl, is bored, so she runs away in search of adventure. An adventure involving Elminster and the evil dracolich. Little does she dream that the spellfire will flow through her as she is instrumental in defeating that great evil. **\$9.50**
2. **Realms of Valor** An anthology of stories, including characters such as Drizzt, Jander Sunstar, and many others. **\$9.50**
3. **Realms of Infamy** An anthology of stories, including the characters Cyric, Artemis Entreri, Manshooon of Zheni Keep, Elaiith Craulnober, and Zulkir Szass Tam. **\$7.95**
4. **Once Around the Realms** Volo accepts a dare to prove that he is the greatest traveller in the Realms - he must travel around the globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardises the safety of all Faerun and beyond. **\$9.50**
5. **Elminster, The Making of a Mage** Reveals the ancient beginnings of the archmage Elminster. He started life as a shepherd boy, but when his flock, village, and parents were slaughtered by a dragon riding mage, he swore revenge. This book follows that long journey. **\$7.95**
6. **Elminster in Myth Drannor** Hardcover. Sequel to *Elminster, Making of a Mage*. The young Elminster journeys to the legendary elven city of Cormanthor to learn its ways and magics despite the xenophobic foibles of the elves within. Political intrigue abounds. Hardcover **\$32.00** Due Jan '99 Softcover **\$9.50**
7. **The Temptation of Elminster** Hardcover. Myth Drannor has fallen, and glorious Cormanthor lies in ruins. Elminster emerges from the rubble to serve new, human masters. Will the price of wizardly power be the mage's soul? **Due Jan '99** **\$35.00**
8. **Realms of Magic** Anthology Never before published takes of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriel, heroes of Phlan, etc. **\$9.50**
9. **Murder in Cormyr** When a messenger from King Azoun turns up dead in a sleepy little town in Cormyr, a scholarly, retired wizard and a young apprentice team up to solve the crime. **Aug.** **\$9.50**
10. **Realms of the Underdark** Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunningham, and others. **\$9.50**
11. **Cormyr: A Novel** On the eve of catastrophe, the epic story of the Realms' greatest nation is told by Ed Greenwood and Jeff Grubb. When King Azoun IV falls prey to assassins, the past holds the clues to events to come. **\$9.50**
12. **Realms of the Arcane** From the library of Candlekeep comes a collection of all new stories of the Realms and the Arcane Age. Authors include Ed Greenwood, Jeff Grubb, etc. **\$9.50**
13. **Evermeet: A Novel** Hardcover The details behind Malor the Beastlord's monumental attack on Evermeet are finally revealed. Thousands of years of scheming culminate in the final conflict, in which the vengeful beastlord and his cohorts attack the island itself. **\$35.00**
14. **Realms of Mystery** Favorite Forgotten Realms authors spin tales of murder, suspense, and intrigue in these stories. **July.** **\$9.50**

GREYHAWK

GREYHAWK The Adventure Begins At the heart of Greyhawk Adventures lies the city of Greyhawk. Open the gates to this fabled city, with its dozens of dungeons and countless adventures. Explore the lands of the Wild Coast, the unfathomable Nyr Dyv, and the deadly Bright Desert. **Due August.** **\$35.00**

Players Guide to Greyhawk An indispensable guide to the heroes, horrors, and legends of Greyhawk. Features new legends and deadly dungeons for your heroes to explore. Included are special classes, national backgrounds, and new kits unique to the world of Greyhawk. **Due July.** **\$16.00**

Return of the Eight The city of Greyhawk declares its independence, but to withstand future threats, the sorcerous Circle of Eight must be made whole again. **Due June.** **\$22.50**

The Lost Tombs Adventure Modules

The Star Cairns Begins a new epic, the *Lost Tombs*. Omens have predicted doom for Greyhawk, and the heroes must explore the treasure laden but cursed tombs of ancient kings and wizards for the key to turning the tide. **Due October.** **\$16.00**

Crypt of Lyzandred Part Two of the *Lost Tombs*. The heroes find a map to the fabled tomb of Lyzandred the Mad. His final resting place is filled with deadly traps, cryptic clues, and a vast garrison of mindless guardians. **Due Nov.** **\$16.00**

The Doomgrinder Part Three of the *Lost Tombs*. Features a monstrous windmill called the Doomgrinder. According to legend, this windmill grinds out the worlds doom. **Due Dec.** **\$16.00**

Classic Greyhawk

Greyhawk Adventures The hardback Greyhawk Adventures book, 128 pages which covers deities and clerics, new monsters, non player characters, spells and magic items, geography and adventures. TSR are re-releasing a new edition of Greyhawk next year, so this

collector's item becomes even more valuable. **\$16.00**

Greyhawk Monstrous Compendium The previous edition of the Greyhawk Monstrous Compendium, choc-full of beasts found in the Greyhawk world. Again, with the new Greyhawk coming out next year, this is a collectors edition. **\$9.00**

DRAGONLANCE

DRAGONLANCE CAMPAIGN MATERIAL

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

Tales of the Lance A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, races, character classes, deities, monsters, artifacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc). **\$28.95**

Leaves from the Inn of the Last Home For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book, 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbits to tempt the truly dedicated! **\$20.95**

Seeds of Chaos The Chaos War Adventures, Vol 1. Experience the Dark Knight invasion during the Summer of Chaos. Dark Knights of Solamnic Knights, invaders or freedom fighters, your characters can fight the final battles of the Fourth Age of Krynn. **Due Nov.** **\$22.50**

The Art of Dragonlance Saga At last - it's back! The visual creation of the Dragonlance World is depicted on top quality paper with an art print after an art print with descriptions. **Due Oct.** **\$32.00**

The History of Dragonlance Contents include interviews with authors Margaret Weis and Tracy Hickman and Artist Larry Elmore, an updated timeline of Krynn, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. **\$29.95**

DRAGONLANCE: THE FIFTH AGE

DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME Magic has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, the Fate Deck of 88 cards, 18 character cards, and map. **\$39.95**

A Saga Companion Answers rules questions and offers new ideas for hero creation, alternate suggestions for magic use, and tips for introducing plot twists. **Due June.** **\$24.00**

Bestiary A master guide to beasts cruel and kind. This is an indepth look at the flora and fauna, peoples and monsters of myth for *Dragonlance 5th Age*. **Due Oct.** **\$40.00**

Citadel of Light This adventure and supplement explores the centre of the new faith, the Citadel of Light and the mystic power of the Heart, and brings mystics to *Age*. **Due Aug.** **\$35.00**

Heroes of Defiance Rogues, spies, legionnaires, even kender can become champions of the oppressed. Here are rules for playing the bravest freedom fighters of the Fifth Age. The included adventure continues the saga of *Dragons of a New Age* series. **\$32.00**

Heroes of Hope Part of the *Dragons of a New Age* adventure. Detailed source information lets you play Rose Knights, centaur shapechangers, Knights of the Skull, dwarven earl mystics, shamans, etc; plus an epic journey over land and sea to seek the Crown of Tides etc; in the realm of aquatic elves - over a sea dragon lord's dead body! **\$32.00**

Heroes of Sorcery Only a new magic hidden in history can defend Krynn against the dragons. New rules make sorcery even more powerful. The adventure included continues as the heroes discover that their foes, the dragons, may hold the secret to enchantments in the 5th Age. **\$32.00**

Heroes of Steel First supplement for *Dragonlance the Fifth Age*. Provides players with a complete reference for the fighting men & women of the Fifth Age. Included is the 1st part of an epic adventure that sets in motion the *Dragons of the New Age* saga. **\$28.95**

Palanthas A detailed look at Ansalon's best known city. Explore the Great Library, the underground thieves' network, the cursed site of the Tower of High Sorcery. **Due Jan '99** **\$19.00**

Saga Fate Deck This box contains the all-important Fate Deck, the heart of the *Saga* rules, plus a booklet that teaches you the basics of this roleplaying game. Also a reference sheet, rules for two new races, an introductory adventure, and rules for using the Fate Deck to play the *Dragon Wars* tabletop card game. **\$18.00**

Seeds of Chaos This scenario contains *Saga* conversion rules, ties into the novel *Tears of the Night Sky*. **Due Nov.** **\$22.50**

The Last Tower The Legacy of Raistlin. Explore the mysteries of the Tower of Wayreth. With a history of the towers, travelogue of the traps and treasures around Wayreth, a catalog of magical items, and a book containing scenarios. **\$31.95**

Wings of Fury A war of wyrms wastes the world in this climax adventure of the *Dragons of a New Age* epic. The heroes must turn back the tide of war with the Shadow Dragon. Also examines the life & goals of dragons, the history of Krynn told from their perspective, attitudes, agendas, powers, etc. **\$35.00**

DRAGONLANCE THE FIFTH AGE NOVELS

1. **The Dawning of a New Age** The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the humans' struggle for survival in a war torn landscape as new threats loom at every turn. **\$9.50**
2. **The Day of the Tempest** It is Krynn's darkest hour, but a handful of humans refuse to surrender. Spurred on by the sorcerer Palin Majere and armed with an ancient dragonage, they stand up against the dragons. It may be their last act of courage. **\$9.50**
3. **The Eve of the Maelstrom** The two most powerful dragon overlords clash in a showdown for ultimate rule over Ansalon! The Blue Dragon plots against Malys in a bid for dominance over the other dragon overlords and her fury at his betrayal is massive & fiery. **\$9.50**
4. **Relics & Omens** In these short stories set after the Chaos War and in the dawn of the Fifth Age, the gods have vanished, taking the magic with them. **\$9.50**
5. **Spirit of the Wind** Riverwind, the fabled plainsman, answers a call for heroes to aid the kender in their struggle against the great red dragon Malsryst. **Due Aug.** **\$9.50**
6. **Legacy of Steel** Inspired by the terrors of the Dragon Purge, the outcast knight Sara resolves to lead to a new order of knights based on selflessness and mutual aid. **Due Dec.** **\$9.50**

DRAGONLANCE NOVELS

Dragonlance Chronicles

1. **Dragons of Autumn Twilight** Dragons have returned to Krynn. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, kender, warrior, dwarf and mage search for the legendary Dragonlance. **\$19.95**
2. **Dragons of Winter Night** The adventure continues. treachery, intrigue, and despair threaten to overcome the Heroes of

the Lance in their epic quest. Now they search also for the Dragon Orb. **\$10.95**

3. **Dragons of Spring Dawning** Hope dawns with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a titanic battle with Takhisis, Queen of Darkness. **\$10.95**
4. **Dragons of Summer Flame** Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction. **\$10.95**

Dragonlance Legends

1. **Time of the Twins** The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him. Crysania, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin. **\$10.95**
2. **War of the Twins** Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a time loop that will destroy him. **\$10.95**
3. **Test of the Twins** Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. **\$10.95**

Dragonlance Tales

1. **The Magic of Krynn** A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods. Another story asks is Raistlin truly dead? There are tales of sea monsters, dark elves, etc. **\$9.50**
2. **Kenders, Gully Dwarves & Gnomes** A collection of short stories including three adventures seeking sons of Caramon Majere who lost a bet to a magnificently bearded dwarf and end up shipwrecked on an incredible gnomish sailing vessel. **\$9.50**
3. **Love and War** A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumours about the past that have bearing on the future of Krynn. **\$9.50**

Dragonlance

1. **The Reign of Istar** A kender becomes a Solamnic Knight (almost). An ogre emerges as an unlikely saviour of the dwarven race. And gladiators compete in the bloodsport of Istar. **\$9.50**
2. **The Cataclysm** The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and villainy...and inspiring heroism. **\$9.50**
3. **The War of the Lance** Krynn is caught in the grips of a terrible war between the minions of Takhisis, Queen of Darkness, and the followers of Paladine and the gods to good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance. **\$9.50**

DL Saga Heroes

1. **The Legend of Huma** A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measure, his encounter with unparalleled treachery among the Solamnic knights, his love for the Silver Dragon, and his final showdown with Takhisis. But who will win? **\$9.50**
2. **Stormblade** The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only a heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery. **\$9.50**
3. **Weasel's Luck** Young Weasel is shoved into the centre of a centuries old curse. And together with the great Solamnic Knight Bayard Brightblade, and a none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion. **\$9.50**

DL Saga Heroes II

1. **Kaz the Minotaur** Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumours of evil incidents. When he warns the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and deja vu. **\$9.50**
2. **The Gates of Thorbadin** Beneath Skullcap is a path to the gates of Thorbadin, & the magical helm of Grallen. The finder of Grallen's helm will be rewarded by a united Thorbadin, but he will also open the realm to new horror. **\$9.50**
3. **Galen Benighted** Sequel to Weasel's Luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he forsakes his better judgement & embarks on a quest that leads to a conspiracy of darkness. **\$9.50**

DL Saga Preludes

1. **Darkness & Light** Tells of the time Sturm and Kitiara spent travelling together before the fated meeting at the Inn of the Last Home. Accepting a ride on a gnomish flying vessel, they end up on Lunari during a war. Eventually escaping, the two separate over ethics. **\$9.50**
2. **Kendermore** A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who picksles one of everything, including kenders! **\$9.50**
3. **Brothers Majere** Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. **\$9.50**

DL Saga Preludes II

1. **Riverwind the Plainsman** To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest: Find evidence of the true gods. With an eccentric soothsayer Riverwind falls down a magical shaft and alights in a world of slavery and rebellion. **\$9.50**
2. **Flint the King** Flint returns to his boyhood village and finds it a boomtown. He learns that the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king. **\$9.50**
3. **Tanis the Shadow Years** Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying mages memory, journeying into the past to fight a battle against time itself. **\$9.50**

DL Saga Villains

1. **Before the Mask** Young Vermaand grows up unlovely and unloved, trading friendships and family for a dark romance with an evil, mysterious voice, and the sinister weapon it comes to inhabit. **\$7.95**
2. **The Black Wing** The rise and fall of an evil dragon. The black dragon Khisanth is awoken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but it proves difficult. **\$9.50**
3. **Emperor of Ansalon** Vast armies surge across Krynn, spreading shadows of evil dragonkind over the land. All these horrific forces follow the commands of one man...Ariakas, Emperor of Ansalon. **\$7.95**
4. **Hederick the Theocrat** Hederick, the leader of the Seeker

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religion in Solace and self-ordained conscience of Krynn, leads an inquisition to kill all who follow magic. **\$7.95**
5. **Lord Toede Vain**, pompous, and unreliable, Slavemaster and Dragon Highlord Femmaster Toede survives every evil trial and tribulation. **\$7.95**
6. **The Dark Queen** Takhis, the Queen of Darkness, spends her time plotting her escape from the Abyss. **\$7.95**

Elven Nations Trilogy

1. **Firstborn Sithel**, the leader of Silvanesti elves, struggles to maintain a united elven nation, while his twin sons' ambitions threaten to tear it apart. Kith-Kanan leads the Wildrunners, who create tensions by trading with the humans; Sithas allies himself with the elven court. The father mysteriously dies, Kith-Kanan is blamed, Sithas is enthroned. **\$7.95**
2. **The Kinslayer Wars** Kith-Kanan commits the ultimate heresy for an elven prince by falling in love with a human. His twin brother Sithas declares war on the humans, and Kith-Kanan finds himself caught in between. **\$7.95**

Dwarven Nations Trilogy

1. **Covenant of the Forge** As the drums of Balladine thunder forth, calling humans to trade with the dwarves of Thorin, Grayfen, a human struck by the magic of Graystone, infiltrates the dwarven stronghold, determined to annihilate the dwarves and steal their treasure. **\$9.50**
2. **Hammer & Axe** Dwarven clans unite against the threat of encroaching humans and create the fortress of Thorbardin. But old rivalries are not easily forgotten, and the resulting political intrigue brings about catastrophic change. **\$9.50**
3. **The Swordsheath Scroll** Despite the stubborn courage of the dwarves, the Wilderness War ends as a no-win. The Swordsheath Scroll is signed, and the dwarves join the elves of Qualinesti to build a symbol of peace among races. Pax Tharkas. **\$9.50**

Meetings Sextet

1. **Kindred Spirits** The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis. When the elven princess Laurana declares her love for Tanis, a deadly rival frames him for murder. **\$9.50**
2. **Wanderlust** When Tas accidentally pockets a magic bracelet, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance with a sea elf princess & the tabled phaeonians to save both Tas & the Black Robes from a fate far worse than death. **\$9.50**
3. **Dark Heart** The story of beautiful, dark hearted Kitara Uth Mazar, from the birth of her two twin brothers, Raistlin and Caramon. Kitara's growing fascination with evil and ceaseless search for her father throw her into the company of a roguish strange whose fate is intermingled with hers. **\$9.50**
4. **The Oath and the Measure** Sturm grows from youth to manhood in Solace, guided by his absent father's Solamnic Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born. **\$9.50**
5. **Steel and Stone** Tanis, while on his way back from Qualinesti, encounters the beautiful Kitara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by misunderstanding and conflict. **\$9.50**
6. **The Companions** Together in Solace, the seven companions learn about friendship and laughter, love and contentment. An idyllic year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future. **\$9.50**

Defenders of Magic Trilogy

1. **Night of the Eye** The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies he has made. **\$9.50**
2. **The Medusa Plague** The people in Guerrand's home village are turning into snake limbs, etc., and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel. **\$9.50**
3. **The Seventh Sentinel** The survival of magic is once again in question in Krynn. Will Guerrand and Bram Drithon be able to stop Lym, the renegade wizard, before he destroys Krynn's magic. **\$9.50**

Miscellaneous

1. **Dragons of Krynn** An anthology of dragon tails - oops - tails. **\$9.50**
2. **The Dragons at War** Companion to *Dragons of Krynn*, features a new collection of stories. **\$9.50**
3. **The Dragons of Chaos** New short story anthology features brave heroes, dark villains, differing races, and all varieties of dragons. **\$9.50**
4. **The Second Generation** Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories. **\$9.50**
5. **Murder in Tarsis Hardcover** The story of a military consul in the army of Ansalon, who is sent to quell an uprising. A conspiracy is afoot to turn the tides of combat for personal gain, risking hundreds of lives in the forces of both Takhis and Paladine. **\$29.95**
6. **Tales of Uncle Trapspringer** The story of Trapspringer Fargo, who, while on Wanderlust, unknowingly crosses paths with a pair of corrupt gully dwarves and a misplaced evil fiend, leading to madness, mayhem, and lots of problems! **\$9.50**
7. **The Soulforged Hardcover**, Prequel to the *Chronicles Trilogy*, following Raistlin's journey from a six year old to becoming a wizard, but first he must survive the dreaded Test. **\$38.00**

DL Saga Lost Histories

1. **The Kagonesti** The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony. **\$9.50**
2. **The Irda Blessed** with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods. **\$9.50**
3. **The Dargonesti** Tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti. **\$9.50**
4. **Land of the Minotaurs** Minotaurs of Krynn embark upon a conflict against one another, clan against clan. But Kaz learns a terrible secret about the High Priest minotaur Jopier - he is not what he seems, & all the minotaurs stand in peril. **\$9.50**
5. **The Gully Dwarves** The muddled tale of the gully dwarves, one of the most despised, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimiest of villains. **\$9.50**
6. **The Dragons** From the archives of Dragon history comes the story of two rival dragons who ultimately fate each other in a showdown to determine the future of the world. **\$9.50**

DragonLance Warriors

1. **Knights of the Crown** The exploits of heroes and villains of

the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty. **\$9.50**
2. **Maquesta Kar-Thon** Maquesta Kar-Thon races against time, high seas pirates, and her own trepidation to win her father's freedom. **\$9.50**
3. **Knights of the Sword** The Knights of Solamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnic knights will be highlighted. **\$9.50**
4. **Theros Ironfeld** The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine. **\$9.50**
5. **Knights of the Rose** The third quest of Sir Pirvan the Wayward culminates in his rise to the status of Knight of the Rose. As more knights of Solamnia become corrupt, Sir Pirvan once again walks the fine line between his personal code of honor, loyalty, and duty. **\$9.50**
6. **Lord Soth** The tale of the infamous death knight Soth, once a mighty warrior, whose jealous passions and neglect of duty seal his doom of darkness and evil. Can he redeem himself? **\$9.50**
7. **The Wayward Knights** Sir Pirvan is about to be put out to pasture, when he again answers the call of duty, aided only by the knights he recruited so many years ago - the Wayward Knights. **\$9.50**

Lost Legends I

1. **Vinas Solamnius** Chronicles the life story of the founder of the Knights of Solamnius. No knight was ever nobler, more spiritual, more idealistic than Vinas Solamnius...but he wasn't always that way. The story of his early years, his education, and his crucible is truly one of the most famous lost legends of Krynn. **\$9.50**
2. **Islandantilus Reborn** Details a fenshish plot to revive the evil Islandantilus, one of the most notorious villains of Krynn. He's been dead for centuries, but his loyal followers have hatched a plan to raise him up again. Can Emilio the Kender prevent this? **\$9.50**
3. **The Chaos War**
1. **The Doom Brigade** During the Chaos War, two isolated bands of disparate enemies - dwarves & draconians, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties - and the fire dragons, children of Chaos, are involved. **\$11.00**
2. **The Last Thane** While the Hylar batallions are off fighting in the Chaos War, the lowliest clans plot insurrection, aided by demon creatures dispatched by Chaos. **\$9.50**
3. **Tears of the Night Sky** A quest for the god Paladine becomes a test of faith for Crysanid, blind cleric of Paladine. She is aided by a magical tiger companion. **\$9.50**

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

RAVENLOFT 2nd Ed CAMPAIGN SETTING: DOMAINS OF DREAD Vampires, werewolves, terror riddled castles, and all things hair-raising come to AD&D in this campaign boxed set. This hardcover volume completely revises and updates the Ravenloft product line, transforming the demiplane of dread into a full-blown, ongoing campaign setting. With new rules on creating characters native to the domains, the magic system, and fear and horror checks. **\$48.00**
A Guide to Transylvania The only traveller's guide to the heart of darkness in Gothic Earth - the legendary Transylvania. Here in horrifyingly realistic detail is the setting for infinite adventures in the hunting ground of vampires, golems and werewolves. **\$20.95**
Champions of the Mists A collection of popular heroic figures from Ravenloft novels, with full histories and gaming stats, and section on player character kits. **\$22.50**
Children of the Night: Wereweabs An anthology of short adventures. Thirteen lycanthropes are featured with histories, strategies, and adventures for them. **\$27.00**
Children of the Night: Ghosts Thirteen restless spirits roam the lands, each one a unique entity with its own powers, story, and weaknesses. Each self-contained entry is suitable for any location within the Ravenloft setting, suitable for a brief encounter. **\$29.00**
Children of the Night: Vampires Thirteen vampires and adventures featuring Count Strahd von Zarovich's granddaughter Lyssa, Jander Sunstar, and eleven other truly unique lords of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. **\$25.95**
Forged of Darkness Discover many unique magical artefacts of the Darklords - including Azalin the lichlord's personal cache of horrors. The dark history behind each mystical artefact in this collection and the curse associated with it is revealed. **\$20.95**
MC10 Ravenloft Monsters Describes a host of foul creatures from the fantasy-horror genre. **\$17.95**
Masque of the Red Death & Other Tales A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. 5 booklets, DM screen, 2 maps. **\$39.95**
The Gothic Earth Gazetteer A complete sourcebook for *Masque of the Red Death*, with new info for gaming in the 1890s, complete history of that decade, 12 short adventures, etc. **\$15.95**
Monstrous Compendium Ravenloft App #3 128 pages of more beasts to spring on unsuspecting PCs. **\$28.95**
RR1 Darklords This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describing in detail their history, domain or demesne, special abilities, and spectacular powers. **\$17.95**
RR4 Islands of Terror 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen to a once virtuous lady fallen from grace. **\$17.95**
RR8 Van Richten's Guide to the Created Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. **\$20.95**
The Nightmare Lands A unique vision of one of Ravenloft's most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. **\$31.95**
The Shadow Rift In the wake of the Grand Conjunction, a gaping, mist-filled hole appeared in the centre of Ravenloft's core. It's up to the heroes to prevent an evil sorcerer-king from finding his way through the Shadow Rift. **\$37.00**
Van Richten's Guide to the Ancient Dead The mummies of Ravenloft. There is more to these creatures than just crumbling horrors that unwind forth from their tombs. **\$20.95**
Van Richten's Guide to Fiends This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures and how to hunt and destroy them. **\$19.95**
Van Richten's Guide to the Vistani Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. **\$19.95**

RM3 Web of Illusions Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. Levels 8-12. **\$17.95**
RMS Dark of the Moon A 64 page werewolf adventure for levels 3-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thanks TSR! **\$17.95**
RQ2 Thoughts of Darkness Bluestpur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an illithid High Master is hatching vampire mind flayers in an attempt to achieve immortality. **\$15.95**
A Light in the Belfry An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. **\$23.95**
Circle of Darkness A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this ultra powerful monster before it becomes a Dark Lord. **\$15.95**
Death Unchained In the land of Dementlieu, mysterious deaths of famous champions as well as minions of the dark have reached epidemic scales. The Ebon Fold is behind this grim harvest. **\$20.95**
Death Ascendant Sequel to *Death Unchained*. The Ebon Fold's web of intrigue spreads as the master reaps the artefacts of Darkness and prepares to proclaim himself Emperor of Terrors. **\$20.95**
Neither Man Nor Beast The heroes have a confrontation with Frantisek Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. **\$15.95**
Servants of Darkness Heroes are caught in the middle of a massive witch hunt, where both the alchemist conducting the inquisition and the witches he hunts bring a terrible darkness to the land. Adventure. For levels 4-6. **\$19.00**
The Awakened For Player Levels 7-10. A mummy wakes up and starts to cause chaos in Ravenloft. **\$15.95**
The Evil Eye The heroes must prevail upon the mysterious powers of the gypsy Vistani in order to complete their mission. **\$15.95**
The Forgotten Terror Adventure. A crossover to the *Forgotten Realms* campaign concludes the story arc begun in the *Castle Spulzeer* adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy. **\$19.00**
The Shadow Rift Adventure. Dark elves from legends have escaped from the confines of the Shadow Rift. The heroes must find the clues that lead into the mysterious mist-filled canyon to set things right again. **\$40.00**
Venna Reborn One of AD&D's most notorious villains is now one of Ravenloft's newest darklords, although trapped in the Demiplane of Dread. Now he's trying to bridge the gap between the land of the Mists and his home world. **\$22.50**
When the Black Roses Bloom Lord Soth and his army of death knights emerge from the mists once again. The players explore Sithicus, Soth's domain in Ravenloft, and defy Soth & his army. **\$15.95**

RAVENLOFT NOVELS

The Ravenloft Series

1. **Vampire of the Mists** Jander Sunstar, an elven vampire, is pulled into the newly formed dark domain of Barovia and forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. **\$9.50**
2. **Knight of the Black Rose** The cruel death knight Soth finds a way into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd. **\$9.50**
3. **Dance of the Dead** Larissa is a dancer on a riverboat that journeys to the zombie-plagued island of Sourange. The music is chilling, the captain is sinister, and Larissa must master the Dance of the Dead to save herself. **\$7.95**
4. **Heart of Midnight** Even before he had drawn his first breath, Casimir had inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and gain revenge. **\$7.95**
5. **Tapestry of Dark Souls** The monks' hold over the Gathering Cloth, containing some of the vilest evils in Ravenloft, is slipping. They only hope is a strange youth, who will become either the monks' champion...or their doom. **\$7.95**
6. **Carnival of Fear** **\$7.95** 7. **The Enemy Within** **\$7.95**
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10. **Baroness of Blood** A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land. **\$7.95**
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12. **Scholar of Decay** Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down. **\$9.50**
13. **King of the Dead** The horrific tale of the Darklord Azalin the lich's former life and his descent into Ravenloft. **\$9.50**
14. **To Sleep with Evil** Focusing on the mystical Vistani fortune-tellers, this is a story of sorcery, passion and horror. A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave. **\$9.50**
15. **Lord of the Necropolis** By sending his minions to harvest the life and souls of Darklords, the Darklord Lord Azalin hopes to become the demilich and escape the world of Ravenloft. His plan succeeds, but only partially, resulting in startling, permanent changes in the land of Darkon. **\$9.50**
16. **Shadowborn** Alexi Shadowborn sets out to discover who is desecrating a local cemetery, and the encounter leaves him forever changed, with the curse being linked to an assassination of a family member that occurred twenty years ago. **\$9.50**
17. **Tower of Doom** A lonely, disfigured hunchback is persecuted and called a monster, so he decides to get revenge by being what they accuse him of being. **\$8.00**

Miscellaneous

1. **I, Strahd** Sergei, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyana. But so does Strahd, who sees in her all the grace and beauty the war had robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood. **\$9.50**
2. **I, Strahd: The War Against Azalin** Strahd's perfect aristocratic existence is threatened by the arrival of the evil lich Azalin, whose army of the undead lays waste to the borderlands. In the war of undead verses undead, who can survive? **\$9.50**

Earthdawn

FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the ShadowRun world, revealing the races before magic was locked away. By FASA.

EARTHDAWN RPG A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing

RAVENLOFT ADVENTURE MODULES

REI Adams Wrath A Frankenstein adventure, where PCs must try to stop Dr Mordenheim's hideous monster. **\$15.95**

the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, t'skrang swordmasters. Winding thiefs, Obsidian warriors or wizards. Includes 18 full color treasure cards. \$31.95

Arcane Mysteries of Barsaive Magicians wield the greatest and most fantastic powers, their spells can blast away mountains, turn day into night, and raise the dead. Offers more than 200 spells. Includes new talent knacks and magical items, ranging from simple fire-starters to magical treasures once wielded by heroes. \$24.00

Barsaive Campaign Set Boxed set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. \$39.95

Blades This adventure leads the PCs across Barsaive in search of the Key Knowledge to empower the Blades of Cara Fahd, magical daggers originally wielded before the Scourge. But the characters learn that within the Blades is a power so dangerous that it threatens all life. \$23.95

Cara Fahd: The Ork Nation From across Barsaive, thousands of orks have come to rebuild their ancient homeland of Cara Fahd. This sourcebook tells you all about these tribes. *Due June.* \$29.00

Creatures of Barsaive The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. The beautiful Death Moth, with its fatal sting, the pangolus, who can disembowel a troll with one swipe of its claws, etc. \$38.95

Crystal Raiders of Barsaive The troll crystal raiders are the only force in Barsaive that can battle the mighty airships of the sinister Thran Empire. Describes these fierce raiding tribes, their airships, crystal weapons, etc. \$32.00

Denizens of Earthdawn Vol 1 Includes heaps of full color plates, this 128 page book describes the elves, humans, t'skrang, and windlings in detail, and provides race-specific disciplines, new spells, and special rules for play. \$28.95

Denizens of Earthdawn Vol 2 In-depth description of dwarves, obsidians, orks, and trolls & how they fit into society. \$28.95

Earthdawn Companion Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightbeards, rules for ship combat, etc. \$28.95

Earthdawn GM Pack GM Screen, sheets of treasure cards, a full length adventure, & campaign guidelines. \$19.95

Earthdawn Survival Guide Offers players and gamemasters a detailed look at the hazards of exploration and adventuring in the land of Barsaive. Includes first-person accounts of Barsaive's myriad of dangers, from the hazards of the underground and wilderness expeditions to the dangers of travelling, as well as descriptions of Badiandis, Death's Sea, the Mist Swamps, and the Wastes; and rules for travel and first aid and healing. \$28.95

Horrors The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful and destructive beings ever to roam the world. Though the end of the Scourge sent many of them back to the hell that spawned them, several of the strongest and most dangerous remained behind. \$28.95

Infected An adventure in wilderness play, this one against time to save a young girl accused of being infected by a Terror by members of the Grim Legion, who have placed the village under quarantine. But where are her powers coming from? Can you save her and her village? \$15.95

Legends of Earthdawn Vol 1 Offers players and GMs 30 legends told among the people of Barsaive, involving heroes, Horrors, and legendary magical treasures. This book also provides suggestions for creating adventures based on each of the legends. Statistics are included for Horrors & Magical Items. \$15.95

Legends of Earthdawn Vol 2: The Book of Exploration Offers adventurers a wealth of info by posing questions, recounting legends, offering clues to ancient puzzles, describing both unimaginable depravity and selfless sacrifice, and many tales of exploration. \$15.95

Magick: A Manual of Mystic Secrets Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits and exploring astral space. \$28.95

Parlathin: The Forgotten City Once the Thran provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But there hidden are countless treasures, magic, & secrets. Boxed. With a 144 page book detailing the city and explorers' outpost of Haven, options for exploring the ruins, etc. There are fragments of first hand info about the ruins in the form of documents, a map, & 18 cards. \$39.95

Parlathin Adventures Four gruelling adventures which characters from the frontier can undertake through various areas within the ruins of the Forgotten City. For characters of Circles 2-5. Includes a Slumbering Horror awakening to malevolent life and turning Haven into a seething cauldron of violence into chaos; an ancient Thran treasure; & undead. \$15.95

Prelude to War The arrival of a city-sized stone airship marks the long-dreaded return of the Thran Empire to Barsaive. The first step in the Thran's scheme to reconquer the province they once ruled. And the orks are all gathering together in unity - a bad sign for the other races. \$24.00

Secret Societies of Barsaive Describes several significant and powerful clandestine groups, such as the Keys of Death, cultists of the Horror Verjhorim, and the people behind them and their ultimate goals. Includes adventure ideas. \$29.00

Shattered Pattern An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the forces of the Horror and a Dragon. \$15.95

Sky Point and Vivane The city of Vivane is the Thran Empire's last foothold in the province it once owned. Hundreds of feet above Vivane, supported by vast stone pillars, is the fortress known as Sky Point, the center of Thran Military power in Barsaive. It commands a vast field of armed airships and massive, floating citadels, all capable of wreaking untold destruction. Boxed set. \$39.95

Sky Point Adventures From a search for stolen coins belonging to a Thran Noble house; to a vital document falling into a master criminal's hands; to a sinister plot to magically control the minds and wills of captured slaves. Three adventures. \$15.95

Thran Empire Great power lies in the heart of a far-flung empire full of strange customs, awe-inspiring beauty and great intrigue. Travellers through these provinces must be wary of Thra's influence, but even greater dangers lie in the unfamiliar creatures and peoples native to these lands. \$34.95

Terror in the Skies The trading companies of the city of Travar are being plagued by sky-bound Horrors, & the group of PCs helping defend the piney airship before being sent on a quest. \$15.95

The Blood Wood Once the Elves of the Blood Wood embodied beauty and grace. Now they are terrible to behold, having corrupted themselves with powerful magic in order to escape the Horrors. Constantly bleeding from the thorns that pierce their bodies, these elves live in agony amidst an unnatural, twisted wood. \$29.00

The Mists of Betraval When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the heart of Barsaive. \$12.95

The Serpent River Though the five trading houses of the t'skrang control the Serpent River, even they cannot protect travellers from the menacing creatures that lurk in its depths and the pirates who plague its banks. \$28.95

Throal: The Dwarf Kingdom The mighty dwarf kingdom near the bustling, busy port near to the majestic chambers of the Royal Hall, this kingdom encompasses seven cities full of people from all walks of life: dwarf merchants, ork tavern owners, t'skrang

swordmasters, winding thieves, etc. With adventure hooks and heaps of background information. \$31.95

Throal Adventures Adventures set around the Kingdom of Throal, from intrigue to clashes with authorities, criminals and Horrors, as adepts investigate strange rumblings beneath the Inner City of Hustane. \$18.95

EARTHDAWN NOVELS

6. **Shroud of Madness** Cassian, a Thran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of several nobles and their children. There he uncovers a blood-magic cult deep in the heart of the city, where one member is trying to destroy anyone connected to her bloodline. \$3.95

7. **Lost Kaer Kaer** Moar's depressed inhabitants believe the Scourge still rages outside the protective walls. When Delain discovers that the keystone responsible for warding off Horrors is damaged and that the magical device created to signal the end of the Scourge has not moved in years, he vows to save the kaer - but the thing lurking in the shadows won't let them go without a fight. \$7.95

Elric

DARK FANTASY The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. By Chaosium.

Elric! RPG A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. \$31.95

Atlas of the Young Kingdoms Vol 1 Discusses the Sighing Desert, the Weeping Waste, heavenly Tanloron, horrible Nadokor, the ancient evil of Org and the Forest of Troos, free-trading and progressive Ilmorra. We learn histories, products, attitudes, customs, etc. \$28.95

Elric Screen 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, new character record sheets, 11x17" map of the world, & the Curse of Chardros, a complete scenario. \$23.95

Sailing on the Seas of Fate All the information needed to expand your campaign across the mighty oceans of the world. Ship and sailing rules as well as adventure ideas. \$18.95

The Bronze Grimoire The magical supplement includes new enchantments, powerful additions to spells, a discussion of elementals, & disturbing new demon breeds. \$18.95

The Fate of Fools Two complete adventures set in the Young Kingdoms. Can you resist the advance of the Lord of Ennu? \$17.50

The Unknown East Twelve thousand years ago a strange people settled an island, changed the world and changed themselves. Melniboné and her chaos patrons warred against the Menastri, supporters of the balance. The Menastri fled to unknown eastern lands, where they build great kingdoms. But now Melniboné has found them again. \$28.95

Epiphany: Legends of Hyperborea

Fantasy A simple and playable game that brings the mystery of Atlantis to life. By BTRC.

Epiphany: Legends of Hyperborea RPG A brand new release from BTRC. In this complete diceless role playing game, Atlantis is alive! Atlantis, Lemuria, Mu, legendary kingdoms of magic, all now sunk beneath the sea, and despite our science and technology, they remain hidden, and so confined to the world of myth. You role play in the past of these magical kingdoms, before their destruction. Even without dice, the outcomes of debates and duels are still uncertain. \$10.00

Fading Suns

SCI-FI Set in mankind's far future, where a new dark ages has fallen. By Holistic Designs.

FADING SUNS RPG It is the dawn of the sixth millennium after Christ and the skies are darkening, for the suns themselves are fading. Humans reached the stars long ago, building a Republic of high technology and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended upon humanity, for the greatest of civilisations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. 270 illustrated pages of background and information, as well as a star map. \$40.00

Byzantium Secundus Byzantium Secundus - the center of the Known Worlds and seat of the Empire. There is no more important or intrigue-laden world, for here the fates of millions are determined. Ambassadors, Church fathers, alien envoys all vie for the Emperor's attention. From here Alexius' knights fly out across the Known Worlds on quests for glory. They do not realise that the great peril lies in their own backyard. This world's darkest pits hide unimaginable evil. \$29.00

Fading Suns GM Screen & Weapons Compendium A sturdy screen with charts and tables, complete with weapons and armor lists and more. Includes a fully illustrated Weapons Compendium detailing the wide variety of Known Worlds weapons, from splinter swords and cluster guns to the more exotic Symbiot guns. \$19.00

Fading Suns Players Companion 208 pages including new Blessings and Curses, Benefices and Affiliations, skills, occult powers, weapons, equipment and valuable rules expansions. Also new character roles: Church sects, guilds, military units, long awaited details on sentient alien races and the genetically engineered Changelers. \$40.00

Forbidden Lore: Technology Technology is the Known Worlds is not what it once was. Science fell from its pinnacle with the rise of feudal lords and superstitious priests, stamped out by ignorance and fear. Engineers pick over the bones of the past to revive ancient war machines. Information on starships, artillery, vehicles, church law, economics, think machines, cybernetics, etc. \$24.00

Lords of the Known Worlds Nobles are the unquestioned rulers of the universe. Few are privy to their lifestyles and secrets, and the great unwashed understand little of the perks and problems associated with rulership, taxes, wars, rivals. Herein are detailed histories and sociologies of the 5 Royal Houses, 10 minor houses, & alien nobility. Ur-Obun council members, & Vorox lords. \$29.00

Priests of the Celestial Sun The nobles may rule the secular lives of the Known Worlds, but the Church guards their souls, and in doing so, dictates to the nobility. But new sects and orders are arising in the wake of the Emperor wars and causing divisions and weaknesses. Details the lives of the saints, histories and beliefs of these sects. Also has great B&W artwork. \$30.00

The Dark Between the Stars The Anunnaki left behind many strange devices and their ancient secrets lie buried on many worlds - secrets which can bring salvation or destruction. But they are their works are not the only mysteries, for strange entities lurk in the void, tempting humans and aliens to do evil. \$29.00

Weird Places Roam the strange fields of Pentateuch. Discover a secret Lost World hiding a powerful artefact sought by all. Uncover a hidden barbarian fortress on Kurga. Ship out to Bannockburn to halt a deadly Symbiot excursion. Search the haunted chapel of Manitou for lost lore. Or dock at Barter, a travelling marketplace in space. With stunning B&W artwork. \$19.00

Feng Shui

SCI-FI/FANTASY Time travelling martial artists battle an endless horde of evil men and creatures bent on changing time to suit their own ends. A bit like the movie *Timecop*. By Daedalus Entertainment.

FENG SHUI SHADOWFIST RPG The true power of feng shui is known only to a few - too bad they all want you dead. Bad guys are coming out of the woodwork to wage the secret war. Powerful eunuch sorcerers from ancient China to modern-day conspiracy masterminds to cyber-demonic scientists from the future. They have almost won: portals through time lay bare a secret history of our world, a history that is now constantly being changed like the breeze, and so could erase you without you even knowing it. There's only one thing between these monstrous powers and complete control over all humanity - you and your group of secret martial artist warriors, with your kung fu skills, spells and chi, and modern day weapons. This RPG is based on the ShadowFist trading card game, and consists of 286 full color profusely illustrated pages, full of background. \$47.95

Back For Seconds Help wanted. Kill-crazed assassins, arcanomorphing abominations, champagne cyborgs, rogue demons - we're talking world-class heavy hitters, ripped bleeding from the world of the Shadowfist card game, smacked right down into your campaign with full stats and stories. 78 pages. \$27.00

Marked for Death With five tales of the secret war, ready to spring on the players. Can they defeat a powerful demon lord, or two? Are they up for an incursion into the home turf of the Architects of the Flesh? Do they know their way around the Netherworld? With lots of cool fight scenes, great settings, etc. \$20.95

Thorns of the Lotus Say hello to the biggest, baddest, funniest-talking guys in the world of Feng Shui. These members are experts in sorcery and demon-summoning and seek world domination! \$31.95

GURPS

GENERIC An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson.

GURPS BASIC RULEBOOK 3rd Ed. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. \$40.00

GURPS Alternate Earths Travel the Confederate States of America by dirigible, battle the Aztec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation, march with Roman legions in their campaigns in the New World. \$28.95

GURPS Autoduel 2nd Ed Set in our post-apocalyptic world, based on the Car Wars boardgame. It's a world devastated by war, famine and despair...on lawless highways where the right of way goes to the biggest gun. Includes an updated AADA Road Atlas and Survival Guide, vehicle construction, character creation, campaign ideas, history of Autoduel America, etc. \$28.95

GURPS Black Ops Vampires, werewolves, demons, strange things living in the sewers. You work for the Company, trying to suppress this truth from reaching the public while at the same time trying to stop these vermin taking over the world. \$31.95

GURPS Bio-Tech Who needs silicon and steel? Upgrade your old body with steroids and smart drugs, transplants and viral nano...or just get a new one. Or maybe you don't think being human is so great? Then improve on nature with engineering and genetics. Or just go parahuman - you can be a cat! \$34.00

GURPS Celtic Myth Standing stones. Headhunting and human sacrifice. Lusty kings and cattle-raiding queens. Naked warriors painted blue. Mysterious druids and crafty Sidhe. The Celtic world was full of strange enchantments and bloody battles. \$31.95

GURPS Compendium I Compiled from over a hundred GURPS books and dozens of Pyramid Magazine articles to bring you the most complete compilation of character creation rules ever. \$37.95

GURPS Compendium II Combat and Campaigns. A digest of advanced rules for combat and injury, healing, missed sleep, mass combat, hazards and threats such as decompression and radiation, campaign design and equipment. \$34.95

GURPS CthulhuPunk A new frightening roleplaying world that contains the horror of Cthulhu with the dangerous, dark world of Cyberpunk. \$31.95

GURPS Cyberpunk An accessory for playing Cyberpunk with GURPS. \$31.95

GURPS Dinosaurs Gigantosaurs, the largest carnivore to walk the Earth, packs of Deinonychus, the "terrible claws"; Triceratops, armed with shield and spears; Ankylosaurus, the living tank; the fearsome Tyrannosaurus Rex, their fossil bones inspired myths of dragons and other monsters. Their images still terrify us today. Visit their world - or have them visit yours. \$28.95

GURPS Fantasy Folk 2nd Ed From the tiny winged Elyllion to the tree-top tall Giants, this book brings 24 nonhuman fantasy races to GURPS. \$31.95

GURPS Goblins The first full color GURPS supplement. This is an adults only humorous look at 1830 Georgian London. This culture is infested with goblins, devils, evil creatures which includes gnomes, hobgoblins, trolls, ogres, giants, etc. They come in whatever shape, size and color they please. \$31.95

GURPS Greece Quest through the Heroic age of legends, with Heracles, Odysseus, Medusa, Achilles, the nine headed Hydra, Harpies, the Minotaur etc, or campaign in historical Greece. This supplement covers both in detail. \$31.95

GURPS Illuminati The Secret Masters have denied all knowledge of the various conspiracy theories put forth in this recently published book. "To begin with, we don't even exist," said a spokesman. "The Illuminati are a myth." He went on to say, "Everything you know is a lie. Everything you suspect is true!" \$31.95

GURPS IOU About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6) No black holes on campus. Except small ones on pizzas; 7) No antimatter on campus, either. Even on pizza; 8) Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Dean! \$31.95

GURPS Martial Arts 2nd Ed Rules for over 50 different armed and unarmed fighting styles, including historical and modern styles, science fiction and fantasy styles. Each style is presented in realistic and movie forms. \$36.95

GURPS Mage: The Ascension 192 pp book that allows players to play MAGE using the GURPS rules system. \$31.95

GURPS Mecha From battlesuit space marines to giant jet-fueled tanks, this book covers the entire mecha genre, including construction rules, advanced rules, transforming, a campaign world, etc. \$28.95

GURPS Places of Mystery Have you ever wanted to visit Stonehenge? Now you can. Or uncover the mystery of the lost city of Atlantis. Travel back in time to ancient Babylon. Journey to Shangri-la and explore the Dreamtime beneath Ayers Rock. 128

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pages. A good read.

GURPS Planes of Krishna From the classic *Viagens* books by L. Sprague de Camp, a story of swashbuckling adventure in space, featuring people who could be humans except for their green skin and feathery antennae; six-legged yekis, sea-monsters, etc. **\$31.95**

GURPS Robots A cold-eyed stare from the shadows of the alley...the spine-tingling scrape, scarp metallic feet drag along the concrete...the squeak and whirr of hinges and hydraulics as the machine approaches. The robot is an intriguing yet sinister being - created to serve, but in many ways superior to its weak and fallible human masters. We need the robots, do they need us? **\$29.00**

GURPS Supers 2nd Ed Costumed crusaders fighting against forces of evil. Now you can custom build the super character of your choice. You can duplicate your favorite comic-book hero or design almost any super ability you can think of. Each hero and villain you develop is fully defined in both power and personality. **\$31.95**

GURPS Time Travel Rules for flitting around time, past, present, future. **\$31.95**

GURPS Ultra-Tech Sourcebook for the 21st century. Covers personal weapons, personal protection, heavy weapons, medicine, tools and repairs, and gadgets galore. **\$29.95**

GURPS Ultra-Tech 2 Hard-core, hard-wired hardware, from galling carbines and Gauss shotguns to squirt pistols and killer nanomachines. Also discover medical nanotechnology and lots of new wonder drugs, electrothermal guns, etc. **\$31.95**

GURPS Vampire Allowing you to play Vampire stuff with GURPS rules. **\$31.95**

GURPS Vehicles 2nd Ed 208 pages. From rowboats to racing cars, balloons to battlesuits, trains to teleports - if you can dream it up, you can design it with this book. With a streamlined vehicle design process, with more options, features and accessories at every step. **\$31.95**

GURPS Warehouse 23 The Ark of the Covenant sits on a shelf next to the gold plates of Moroni and the dissected corpses of Martian invaders. Scores of bizarre items - and the ultra-secret facility that stores them. This warehouse is like "Area 51" or "Hanger 17", being a government installation hiding the truth from the public. **\$28.95**

GURPS Werewolf Allows you to play Werewolf with GURPS rules. **\$31.95**

Heavy Gear

SCI-FI A new game from Dream Pod 9 and Janus Publications, being the RPG of the excellent Heavy Gear card combat game. The world is heavily inspired by Japanese anime and manga.

HEAVY GEAR RPG 2nd Ed The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Warfare is mostly restricted to ground units equipped as Heavy Gears: suits of body armor making an infantryman into a virtually a small vehicle; light and heavy tanks, striders, grunts, etc. This 2nd Ed includes the simple and elegant Silhouette game engine; complete role playing rules, a detailed world background, a rich setting; complete tactical rules and guidelines for campaigns, scenario generators for quick games; rules to use the tactical system as a hexless miniature tabletop game; 20 illustration archetypes, illustrated & detailed stats for 8 Gears & 2 Striders. **\$47.95**

Heavy Gear: Tactical Combat Boxed Set Contains four 32 page books, Rulebook, Campaign Guide, Northern & Southern Players Manuals. Also four maps, over 50 counters, 30 plastic bases, four dice & an exclusive metal miniature. It contains all the rules and accessories needed to play the game. Experienced players can still enjoy it because it has 12 new scenarios, plus the standard full color counters of Heavy Gears. **\$69.95**

Crisis of Faith: Story Book One Traces the events on Terra Nova from TN 1933 through TN 1935. The planet lurches toward a global conflict and the words of Terranovans themselves betray their machinations and true intentions. Includes letters, private conversations, journal entries, official reports. **\$31.95**

Duelist's Handbook The ritualized and violent world of Gear dueling. Examines the duties and lives of military, professional and underground duelists, and features three new Gear models, new weapons, new perks, and detailed rules for small scale tactical combat. The city-state of Khayr is detailed as well as 7 PCs. **\$31.95**

Heavy Gear Character Compendium Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure seeds and links with one another. Also has NPC generator. **\$31.95**

Heavy Gear Design Works Presents development sketches and out of print illustrations, displaying the evolutions and functions of the principal vehicles and mechanical systems of the Heavy Gear universe. Lots of full color illustrations. **\$32.00**

Heavy Gear GM Guide and Screen Perfect companion to Heavy Gear 2nd Ed. Gives GMs heaps of advice and resources, and the screen has all the needed roleplaying & tactical tables. **\$32.00**

Humanist Alliance Leaguebook Built to provide the greatest good for the greatest number, the Alliance lives with a rigid caste system and near-religious worship of knowledge. But they use extreme measures in their struggle against deviants and the Southern Republic. Has new equipment, sample campaign sets up, etc. **\$32.00**

Into the Badlands Sourcebook Info on the people of the Badlands. Focuses on people and events, and emphasizes how their relationships are changing with the move to war. Includes Paxton Arms, new settlements, Rover Gangs, Northern and Southern Forces, Semi-Legendary Sand Riders, etc. **\$21.50**

Mini Heavy Gear This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice.) **\$1.00**

Northern Lights Confederacy Sourcebook Travel to the true north in the first Heavy Gear League sourcebook. Gives complete details on the NLC, which is torn apart by a powerful religious conflict. Includes details on Sorrento Revisionism, all 14 Norlight city-states, warrior monks, Henema Police Quick Response Teams, etc. **\$32.00**

Northern Vehicle Compendium One This first volume contains the Gears and striders originally found in Field Guides N1 and N2, along with all the weapons, perks and flaws found in these two books, and a wealth of new material. Has fifteen heavy gear classes, seventy vehicles, two strider classes. **\$43.50**

Northern Vehicle Compendium Two Tanks and Artillery. Mighty battle tanks and artillery platforms bring unprecedented firepower to the battlefield, which APCs carry troops to the front. Covers over 20 vehicles with record sheets. **\$29.00**

Northern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 86 widely deployed Gears, 8 Combat Striders, 10 vehicle prototypes, and also has variants. **\$29.95**

Southern Republic Army List The Southern Republic is a sweeping land gifted with natural beauty and a prosperous civilisation. It is also an imperialist league formed upon supremacist ideologies whose history is steeped in the blood of the conquered. A look at the power behind the might of the Southern Republic. History, ranks, traditions of the armed forces, stats on new republican vehicles and equipment. **\$39.95**

Southern Republic Sourcebook Complete details on the most powerful of the four Southern leagues of Terra Nova. Geography, history, economy, and society, including details on all its city-states. **\$32.00**

Southern Vehicle Compendium One All the Southern vehicles found in the Heavy Gear books, as well as brand new Heavy Gear designs, along with background information on the Corporation making the Heavy Gears. **\$43.50**

Southern Vehicle Compendium Two Tanks and Artillery. Mighty battle tanks and artillery platforms bring unprecedented firepower to the battlefield, which APCs carry troops to the front. Covers over 20 vehicles with record sheets. **\$29.00**

Southern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 83 widely deployed Gears, 11 Combat Striders, 10 vehicle prototypes, and also has variants. **\$29.95**

Tactical Air Support Covers everything not included in the primary rulebook, from air war tactical rules (movement, special manoeuvres, altitude) to dogfighting (one-on-one aircraft combat). It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, flaws, and twenty different aircraft types, and NPCs. **\$26.95**

Tactical Field Support Contains the all-new skirmish scale, a detailed advanced combat initiative system for small unit actions, advanced artillery rules, advanced minefield rules, eight new support weapon systems, and game stats for 25 battlefield support vehicles. **\$32.00**

Technical Manual Provides full background and development info, technical illustrations; complete rules for using, repairing and modifying Heavy Gear technology; 23 new ammo types. **\$31.95**

Terra Nova Sourcebook Complete and gripping history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance; an extensive examination of Terra Nova's characteristics from geology to hydrography and each region's flora and fauna; a listing and description for all city states; maps of NPC's; cultures and lifestyles; a listing of planets colonised by man in the 62nd century, etc. The entire book is beautifully illustrated in B&W. **\$31.95**

The New Breed: Battle Before the Storm Based on the Heavy Gear Computer Game, this book describes the game's landships and provides insight as to their crews and capabilities, as well as giving background material. Contains an 8 page color section with cutaways, sketches, and screen shots from the game. **\$40.00**

The Paxton Gambit A Heavy Gear campaign. Follows on the storyline from *Crisis of Faith*. Has fully fledged scenarios, source material, a historical update, and new gear stats. **\$25.50**

Woodland Maps (4) Two each of two 15" x 19" color maps of woodlands, with 1" hexes. **\$17.95**

Hercules & Xena

HERCULES & XENA RPG By West End Games, based on the two (terrible) TV series. Gee, is it ancient Greece or a cross between Mad Max and a kung-fu movie? Fight against mythic Greek monsters, gods, and their servants, trying to free the common people from tyranny and oppression. This boxed set includes 80 page GM's Guide, 64 page Players Guide, GM Screen, and a 16 page solitaire adventure, and three 16 page full length multiplayer adventures. The excitement never stops! (Hold me back, please!) **\$48.00**

Hercules & Xena Gazetteer of the Ancient World A 128 page book exploring the land and colonies, cities and people of ancient Greece (which looks absurd in such lush green lands that look so much like New Zealand - why could that be?). With a color fold-out map. **\$32.00**

Hercules & Xena Mythic Monsters The hydra, cyclops, giants, the minotaur. Take on these plus crowds of animated skeletons. Includes stats & illustrations. **\$43.00**

Heroes Unlimited

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. By Palladium. **\$31.95**

HEROES UNLIMITED 2nd Ed A complete RPG that enables gamers to create virtually every type of hero imaginable: mutants, aliens, superhumans, super-sleuths, weapon masters, cyborgs, robots, sorcerers, martial artists, super-soldiers, vigilantes, genius inventors, crazy heroes. Over 100 super abilities. **\$40.00**

Aliens Unlimited 192 pages + sourcebook packed with aliens, mutants, cyborgs, power armor clad troops, robots, and superbeings from across the universe. With 84 specific alien character races, high tech weapons & equipment, an evil alien empire & other villains, rules for space exploration, heaps of artwork. **\$31.95**

Mystic China The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. **\$31.95**

Villains Unlimited Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. **\$40.00**

Hidden Invasion

HIDDEN INVASION RPG It has taken us over a year to obtain more stocks of this X-Files style game, but at last, we found it! Mysterious lights appear in the evening skies. Strange sightings in remote parts of the world. Men in black harassing innocent people about what they have seen. Alien beings threaten our world. Humans are used for genetic experiments. The game details the alien races active on Earth, as well as their technology, underground bases, secret networks, human co-conspirators, and who the aliens have under their control! **\$35.00**

HOL

HOL Human Occupied Landfill. An Adults Only roleplaying game set in a future gone wrong. By White Wolf (Black Dog Game Factory) **\$35.00**

HOL Human Occupied Landfill. An adults only RPG full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. **\$25.95**

Buttery WHOLEsome Well, I'm looking at the pages of hand written notes and rules and I'm trying to work out what this book is. It appears to cover character creation, pregenerated characters, new skills, stuff on sidekicks, lots of armor and lots of weapons. **\$17.95**

Immortal

FANTASY A game about immortal spiritual beings who have lived throughout human history, much like the Highlander movie. By Precedence Printing.

IMMORTAL The Invisible War RPG You were there when the Sanguinary fled the crucible, when the Sphinx was not stone by flesh, when Paris slew Achilles before Troy, when Arthur wept, betrayed. You knew the painter Adolf who set out to "purify" the world, the sniper whose bullet claimed Kennedy's life. The age of innocence is ended, and immortal beings are awaking everywhere throughout the world, each striving to rediscover the secrets of their own fantastic past. 288 page book full of color photos & heaps of background info. **\$35.00**

Immortal Dracul The secrets of Pride Dracul revealed: new Dracul abilities and background, Dracul's war-torn history, its Great Houses, adversaries, Bushido Pathwalkers and Ninja Shadow Warriors, the Forbidden City, etc. **\$28.95**

Immortal Pilot Pack Includes a three fold Narrator's Screen, 12 full color character record sheets, a 32 page adventure called Project Looking Glass. **\$18.00**

Immortal Serenades A definitive guide to the mystical powers of immortal beings, including fully revised and clarified rules for voicing serenade powers; the secret serenades of each of the thirteen immortal brides; over 75 never before published mystic powers, etc. **\$27.00**

Dream Stroke Millennia have passed since the world shaping power of the first tryst was imprisoned inside a hidden mantle universe. Now a ravishing immortal is compelled by dreams she cannot explain. A master stroke of revenge is about to fall, and only you stand in the way. **\$18.00**

Lost Trinity An epic script presented in three acts, with over 35 different scenes, as well as a CD audio soundtrack and full color map. Three primordial powers have been summoned to Earth - Leviathan, Rukhsah and Sharakai, the Spirit Dragon. Can your group of players overcome the temptation of ultimate power and the power of these three entities? **\$39.00**

The Art of War Expanded rules and new options for resolving combat. Details of the Shian-Rhi, the first magical art developed by immortals, as well as over 25 other fighting styles from around the world. 90 pages brimming with new combat manoeuvres and weapons useable by all immortal characters. **\$25.00**

The Shapeshifter's Manual Within every immortal heart is chained an ancient beast, a feral passion that struggles eternally within its bonds, snarling for release. Vampires, lycanthropes, shapeshifters of every kind. **\$27.00**

In Nomine

ANGELS VS DEMONS Set in today's world, angels and demons battle it out for the souls of mankind. By Steve Jackson.

IN NOMINE RPG They are very much like us. Some seek to do good, others corrupt and destroy. Some set out to do one thing, but accomplish another. Some are fiercely devoted to their work. Some doubt that they really make a difference. And some wonder, in the doubt that the night, if they picked the right side. They have greater powers, for good and evil, but they are merely pawns of greater powers still. This is the much awaited RPG of angels and demons in a perpetual battle for the future of mankind. Based on two French RPGs. Full color throughout, 208 pages. **\$39.95**

In Nomine Hardcover RPG Exactly as above, except with a hardback cover. There are two versions - you can choose whether black. **\$48.00**

Angelic Player's Guide History, laws, and Choirs of angels, also the dark paths that can lead them to a fall from grace. Expanded angel descriptions, 4 new campaign concepts, etc. **\$31.95**

In Nomine GM Pack GM Screen plus an adventure for three to five Celestials, angelic or diabolical. **\$17.95**

Liber Reliquarium Has everything you'll need to put artifacts in your campaigns. Discourses on the nature of artifacts and their place in the world, enhanced rules for artifact creation, over one hundred new relics, and two adventures, etc. **\$31.95**

Revelations #1 Night Music Includes an adventure *The Demon Prince of Rock & Roll*, looks at the Archangel Laurence and demon Prince Samanta; two new Superiors, expanded rules for soldiers, saints and the ultimate ideas for adventures. **\$29.00**

Revelations #2 The Marches Just be careful what kind of dream you have! The Marches is a vast dreamscape, ruled and fought over by Blandine and Beeth. Every mortal soul visits the Marches every night in slumber. **\$31.95**

Revelations #3 Heaven & Hell Details the architecture and inhabitants of heaven and hell, including Dominic, Yves, Asmodeus, Kronos Zadjel, and Mammon with many adventure ideas. **\$31.95**

Jovian Chronicles

SCIENCE FICTION A complete Science Fiction adventure based on Japanese anime, brought to us by Dream Pod 9.

JOVIAN CHRONICLES RPG Silhouette Edition

Tension continues to rise between the Jovian Confederation and the Central Earth Government. Jovian President announced that Jovian Armed Forces will be increasing patrols in the Belt region through to the orbit of Mars. Earth responded by placing its fleet on high alert and placing new limits on civilian travel. War is expected before the end of the year. This is a complete game, using the Silhouette system found in Heavy Gear, about conflict in our solar system in the year 2210 AD. These rules contain everything required to play, including a detailed description of the Jovian Chronicles universe, the Silhouette roleplaying and tactical system, and a set of realistic vector-like space movement rules that are fast and efficient. Has more than 12 pre-generated vehicles. With full color pages. **\$48.00**

Jovian Chronicles Companion Contains advanced rules and specific cases for those who want to take their characters and inside ships and bases. Additional background info, complete Silhouette vehicle and weapon design systems, etc. **\$40.00**

Jovian Gamemaster Handbook & Screen Tips and tricks to help GMs with their campaigns, tools for designing campaigns, blank character & record sheets, & sturdy screen. **\$32.00**

Jovian Chronicles Mechanical Catalog There are a wide variety of vehicles in this book: exo-suits small enough to be used inside ships and bases; exo-armor, fighters, and space ships; and service and civilian vehicles such as repair robots. With stunning illustrations and background information on each item. **\$32.00**

The Chaos Principle A campaign supplement. The Jovian Confederation has survived in the far reaches of the solar system for nearly a century. This campaign sourcebook contains vehicle designs, comprehensive background information, heaps of source material, and four tactical scenarios of war on Mars. **\$33.50**

Kult

KULT 2nd Ed RPG Reality as we know it is a lie, an illusion fabricated to keep humanity at bay and prevent our awakening. Behind its facade something vaster and darker awaits - the true reality. The laws of nature prove to be weaker, and magic is a reality. A world where human wickedness mingles with terror from other parts of a true, unseen reality. The evil that humans do corrodes the boundaries of reality and admits creatures from the other side. These creatures eventually enslave and consume the very people who foolishly conjure them up. Throughout the game, players are kept in the dark about the reality, only the GM knows what is really happening. For mature players only. **\$48.00**

Legends of the Five Rings

ORIENTAL FANTASY A semi-historical fantasy RPG set in Japan, based upon the trading card game *Legend of the Five Rings*. By Five Rings.

LEGEND OF THE FIVE RINGS RPG A 250 page hardback book that brings us the roleplaying game based on the popular trading card game. Welcome to Rokugan, the Emerald Empire of a fantasy medieval Japan. Rokugan is a place of mystery and wonder, inspired by the legends of feudal Japan and other places in the far east. It's a world of samurai and ninja and spellcasting shugenja, where dragons soar the skies and danger lurks in every shadow. In this game you take the role of one of those legendary figures in search of honor, glory and adventure. Includes a complete beginning adventure to teach you the rules, simple character generation & flexible rules. Covers the Crab Clan, Crane Dragon, Lion, Phoenix, Scorpion and Unicorn Clans, ronin, and hordes of monsters & creatures. **\$48.00**

City of Lies The first in a set of boxed campaign sets, tells the story of Kyoso Owari, the heart of Scorpion diplomacy and trade. With over 80 detailed NPCs, dozens of locations, an eight part campaign, map of the city, etc. **\$40.00**

Honor's Veil Two adventures. A reckless Crane daimyo meets his death at the end of a wakizashi and you must solve the murder. And, two ambassadors disappear, a ghost appears, and to dig up the truth demands a price perhaps too high to ask. **\$16.00**

Imperial Herald Legend of the Five Rings magazine, 32 pages. Includes an adventure, article on strongholds, questions and answers, and an article on the card game. **\$2.50**

Legends of the 5 Rings GM Pack With a full color GM screen, advanced mass combat rules, and an adventure. The Hare Clan, where the Lion Clan has asked the heroes to recover a scroll in the possession of the Hare Clan. But the Scorpion Clan is also after the scroll, and they will stop at nothing to obtain it... **\$24.00**

Shadowlands Sourcebook Beyond the barricade of the Kaiu Wall lies the twisted, poisoned region known as the Shadowlands. Here, the evil of a fallen god warps and contaminates the land and all who dare tread there. Honorable samurai have been driven mad, their bodies disfigured and their spirits crushed. Foul creatures such as goblins, ogres, trolls and oni roam the region, as well as mujina and zombies. 160 page hardback sourcebook. **\$40.00**

The Way of the Dragon The isolated Dragons have always been an enigma to the rest of the Empire. Now, you can learn what drives this mysterious clan. Includes background and history of the major Dragon families, details on their magic, and rules for playing one of the famed tattooed men. **\$24.00**

The Way of the Unicorn For eight hundred years, the Ki-Rin Clan wandered the wastelands outside of Rokugan. When they returned, they were the Clan of the Unicorn, armed with barbarian magics and tactics. Discover the secrets of this exotic clan! Includes new battle rules for Otaku Battle-Maidens. **\$25.00**

Character Travelogues

Each Character Travelogue has a deluxe 12 page character sheet, honor and glory award records, Akodo's Code of Bushido, pages dedicated to spells, techniques, tattoos, etc., and, heaps of blank scroll pages on which to write your characters exploits!

Crab Clan Character Travelogue	\$8.00
Crane Clan Character Travelogue	\$8.00
Dragon Clan Character Travelogue	\$8.00
Lion Clan Character Travelogue	\$8.00
Phoenix Clan Character Travelogue	\$8.00
Ronin Character Travelogue	\$8.00
Scorpion Clan Character Travelogue	\$8.00
Unicorn Clan Character Travelogue	\$8.00

Macho Women With Guns

Spoof A sling off at other RPGs and common sense in general. By BTRC.

MACHO WOMEN WITH GUNS RPG 2nd Ed I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylight out of some bad guys, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherent sentences. **\$11.00**

More Excuses to Kill Things Pre-designed adventures, scenarios and a solo adventure to twist your brains into putty and your characters into greasy spots on the carpet. More monsters, more gimmicks, more ways to turn mindless mayhem into experience points. **\$11.00**

3G[®] Guns, Guns, Guns Lets you design custom weapons for virtually any role playing game. Design realistic weapons in 3G's universal format, and then convert the stats to the system you like best. You can choose from conventional weapons, rockets, lasers, railguns, and melee weapons. For any tech level. **\$22.50**

Mage: Sorcerer's Crusade

Mage: The Sorcerers Crusade Hardcover book which can be played as a complete roleplaying game by itself. The forces of magic, faith and reason clash in this epic game of Renaissance intrigue. As the cannons of the Technocrats blast mystic covenants the battle is joined in unknown lands and shadowed corridors. Is the future set? Can magic be saved? Travel from the New World to the Far East to distant cosmic worlds in this prequel to Mage. Contains dozens of magical societies, mythic beasts, setting systems and long lost secrets. **Due May. \$45.00**

Mage: The Ascension

DARK FANTASY Third in White Wolf's immensely popular series. The players take the roll of magicians in a

modern day setting. As always, the emphasis is on role play, not rule play. By White Wolf.

MAGE: THE ASCENSION 2nd Ed A world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy Gothic-punk backdrop, mages with vision, purpose, and mystic power strive to force back the hand of darkness and the rigid will of the Technocracy. Sinister Nephandi, wild Marauders, implacable Technomancers and the enigmatic Umbrood oppose your every step, but the ultimate enemy in this War for worldwide Ascension is within. Do you control your power or does it control you. This 2nd Ed hardcover updates two years of rules additions, and has greater backdrops. **\$44.95**

Beyond the Barriers: The Book of Worlds Pass through the Gauntlet, wander past the Penumbras, and encounter an infinity of worlds floating just beyond consciousness. Heavens, hells, paradox realms, chancies, umbral reflections and mysterious Zones spin in the unmappable dance of creation. Push on through the Horizon, and endless space becomes your playground. Just watch your step... **\$34.95**

Book of Shadows The Mage players guide, including new Traditions, roles, talismans, abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. **\$28.95**

Cult of Ecstasy Tradition Book. The wild Cultists smash aside the barriers of law, culture & time itself searching for more ecstasy, & they reach inner truths or obliteration in response to their efforts. **\$15.95**

Destiny Price An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings, and can be used with Mage, Vampire, Werewolf, Wraith, and even Changeling. **\$23.95**

Dreamspeakers Tradition Book. Formed as a compromise, shunned as throwbacks, the Dreamspeakers emerge from the mists to guide the world to an awareness of its ills by force if necessary. Frontiers of uneasy beginnings to their resurgence in the modern era. The Dreamspeakers have walked a steady road. **\$16.00**

Euthanatos Tradition Book. Unjustly branded death magics, the Euthanatos serve the Great Cycle as best they can, redeeming who they can. This book dispels many myths and explores uneasy truths about these frightening mages. Templates, foci, weapons and more. **\$16.00**

Hidden Lore: Mage 2nd Ed Screen & Sourcebook All the charts you need for your Mage chronicle can be found within this fold-out screen - combat tables, easy reference Sphere sheets, character creation steps and more. The enclosed booklet also includes a selection of goodies for players and Storytellers alike. **\$23.95**

Horizon: The Stronghold of Hope 500 years ago mages created a sanctuary separate from earth - a place that floated between what was and will be. But now poisoned politics and intrigue stalk through it's halls. **\$23.95**

Loom of Fate Characters find themselves woven into a pattern of tragedy and misery where free will threatens the Tapestry. **\$15.95**

Mage Chronicles Volume 1 Features *The Book of Chanties* and *Digital Web*. With vital information for storytellers and players alike on establishing laboratories, workshops and hideouts - the places a mage needs to master his magic. **\$38.50**

Mage Chronicles Volume 2 Features *Ascensions Right Hand*, the last in the Year of the Ally Series, and *Halls of the Arcanum*, core rules for playing ordinary people who stand and fight against the sorcerers of the World of Darkness. **\$32.00**

Mage Dice A Set of ten Mage dice with a carry bag. **\$10.95**

Order of Hermes Desires mysteries to outsiders, the mages Hermes have been perfecting their Arts for nearly a thousand years. These wizards have prevailed through wars with mortals, vampires, technocrats and their own companions. **\$16.00**

Technocracy: Assembled Vol I Three out of print Technocracy books: *Technocracy Iteration X*, *Technocracy New World Order* and *Technocracy Progenitors*. The Technocracy strives for Ascension, for a Path of the Technocrats' ideal. **\$32.00**

Technocracy: Syndicate Reality's for sale, so have your credit card ready! Behind a facade of organized crime, the credit-card convention waits with hands outstretched. Pulse strings, puppet strings - they're all the same to the Syndicate. **\$16.00**

Technocracy: Void Engineers Something's out there...and the Void Engineers are sworn to track it, explore it, and if need be, exterminate it. Deep space alternate dimensions, virtual reality. With a fully detailed Umbral Cruiser and its crew. **\$15.95**

Technomancers Toybox We uncover dozens of gadgets, widgets, inventions and killing machines from the vaults of the Virtual Adepts, Sons of Ether, Technocracy, etc. **\$24.00**

Sorcerer A World of Darkness Book. Presents systems and paths, merits and flaws, for Hedge Magic and Dark Sorcery, a host of secret societies, lore and templates. **\$26.00**

The Akashic Brotherhood Tradition Book Examines the history, culture and beliefs of this most wise and ancient tradition, including: a variety of weapons, tools, rites, and Talismans of Do, 6 character templates, for players or Storytellers. **\$15.95**

The Book of Crafts Those who see only the four sides of the Ascension Conflict ignore the Crafts, magical societies that forsake Tradition and Technocracy for a Path of their ancestors. Templars, voodoo priests, alchemists & modern Amazons are a few of the nine groups described here. **\$28.95**

The Book of Mirrors A Storytellers Guide for Mage. Covers situation by situation storytelling, developer's FAQ, secrets of the Ascension War, sample characters; a step-by-step chronicle history, index to Mage books, rules & magicks, etc, for this world loaded with dangers and intrigue. **\$29.00**

The Chantry Book Allows players to create a vibrant, fully realised Chantry for their mage characters. **\$23.95**

The Chaos Factor A cross over adventure for Mage, Werewolf, and Vampire, in which Samuel Haight, the arch enemy of all Garou and target of the Verberna, has latched onto a secret that could begin Gehenna. All over the world of Darkness, mages, Kindred and Garou rush to intercept him. Some would kill him, others would aid him. **\$23.95**

The Fragile Path A collection of stories, songs, poems, artwork, background info, conspiracies, etc. The paper is very thick and textured. **\$16.00**

The Sons of Ether Tradition Book From the fringes of science and magic, the Sons of Ether carve mad wizardry and bizarre technology. By funneling their wild theories through technomagic, the Sons blast the static truths of the Technocracy into ruin. **\$15.95**

The Technocracy: Progenitors The sourcebook which explores the motivations and powers of the Technocracy, the fractious organisation that controls humanity's will. **\$15.95**

Verberna Tradition Book Traces the origins and practices of the Verberna, their allies and enemies, and their quest for the understanding of the Self in all its forms. **\$15.95**

MAGE NOVELS

1. Tower of Babel Max Zorn is an Inquisitor for the Technocracy - and he was accidentally created by an author, Ron Church, who has magical abilities. When the two meet, both of their worlds are shattered. **\$9.50**

2. Through A Glass Darkly Set in three different time periods, this is a journey through the pages of history that have defined man's views on faith, science and mysticism. **Due Oct. \$9.50**

The Horizon War Trilogy

1. The Road to Hell The battle for reality itself ignites as mages of all stripes vie for the fabled Horizon Realms, the dimensions juxtaposing Earth and...elsewhere. A villain from the mages' past

returns to claim his legacy. **\$9.50**
2. The Ascension Warrior What link is there between the sudden obtaining of self-awareness and subsequent disappearance of the AW clone, and a mysterious figure arising, a being of incredible, inhuman power. Can he resolve the Horizon War? **\$9.50**

Marvel Super Heroes

SUPER HEROES The famous super heroes from the Marvel Comics series. By TSR.

MARVEL SUPER HEROES Adventure Game The Marvel comic universe comes alive in a new adventure game. Now you can play Spider-Man, Wolverine, Iron Man, and others as you dive into the awesome action and madcap mayhem that make Marvel comics number one. Play your favorite heroes or create new ones. Includes three books, 96, 96, and 48 pages, a 32 page map book, and 100 cards. **Due July. \$36.00**

A Guide to Marvel Earth Details of the homes, equipment, and secrets of some of your favorite Super Heroes and Super Villains. Includes rules, adventures, maps, etc. **Due Oct. \$24.00**

Avengers: Masters of Evil This epic adventure featuring the Thunderbolts pits the Avengers against the ultimate team of Super Villains in a fight to the finish. **Due Dec. \$11.00**

Avengers Roster Features all the info you need to incorporate the Avengers, their friends, and their foes into your adventures. Includes heroes from Marvel Super Dice. **Due Aug. \$24.00**

X-Men Roster Features all the info you need to incorporate the X-Men, their friends, and their foes into your adventures. Includes heroes from Marvel Super Dice. **Due Aug. \$24.00**

X-Men: Who Goes There An anthology of adventures, presenting a grand saga of deadly danger and doom for the Marvel universe, engineered by the sinister Brood. **Due Aug. \$11.00**

Mechwarrior

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see **BATTLETECH** under Science Fiction Boardgames. By FASA.

MECHWARRIOR 2nd Ed. The complete role playing game set in the BattleTech Universe. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. **\$23.95**

1st Somerset Strikers The TV animated series. The series features Adam Steiner, leading a ragtag group of mercenaries called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. **\$28.95**

Comstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new 'Mechs and ComStar character archetypes. **\$23.95**

Jade Falcon Sourcebook Describes the history and military organization of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs. **\$23.95**

Living Legends An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeopardise a spying mission vital to the Inner Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans. **\$15.95**

Mechwarrior Companion Guidelines for creating and running an extended military campaign are featured, as well as a wide variety of settings and themes for making your games unique. New skills, advantages, and equipment are included, along with a system for combining BattleTech and Mechwarrior that puts your character in the cockpit for thrilling first-person combat. **Out now. \$23.95**

Royalty & Rogues Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and furious, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war - Samantha Davion-Harland, but she's been abducted by the pirates. **\$15.95**

Wolf Clan Sourcebook Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. (O! The premier Clan, thank you!) **\$23.95**

MECHWARRIOR NOVELS

Warrior Trilogy

1. Warrior: En Garde At last, the magnificent trilogy by Michael Stackpole is being reprinted. The betrothal of the Arch-Designate Melissa Steiner to Prince Hans Davion of the Federated Suns, sparks off the Fourth Succession War. Things become even more complicated when Melissa Steiner is hijacked. **\$10.95**

2. Warrior: Riposte Maximilian Liao's plan threatens to rip the Federated Suns asunder. He has joined with Duke Michael Hasek-Davion and Justin Xiang, a former Davion officer. **Due May. \$10.95**

Return of Kerensky Trilogy

1. Lethal Heritage Its back! The first novel in the Blood of Kerensky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Innersphere - the Clans! Nothing the Innersphere has can stop the Clans awesome mechs and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. **By Stackpole. \$10.95**

2. Blood Legacy The Clan invaders have declared an assault on the Draconic Combine. Hans Davion is handed an opportunity - will he take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans? **\$10.95**

3. Lost Destiny The Innersphere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the Innersphere's only hope lies with the very men who betrayed them - Comstar. **\$10.95**

Miscellaneous Titles

1. Decision at Thunder Rift 1st BattleTech novel. Graydon Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how? **\$7.95**

2. Wolves on the Border Set in the 3020s. Minobu Tetsutara, a Kuritan Mechwarrior, saves the life of Jamie Wolf of Wolf's Dragoons from an ignoble warriors death, creating a powerful bond between them. But a Warlord's hatred sets them against each other in a ferocious Mech battle on a miserable ice world. **\$7.95**

3. Heir to the Dragon Set in the 3020s, this is a reprint of an old title. It is time for Theodore Kurita to consider to taking upon himself the mantle of leader for the Draconis Combine, but matters become desperate when Hans Davion invades the Combine, intent on conquest. **\$7.95**

5. Natural Selection A new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every

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garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them? **\$7.95**

6. Bred for War It's back in stock! By Stackpole, this novel is gripping and has an ending you won't expect. Prince Victor Steiner-Davion uses a double to replace the boy Joshua Marik when the boy dies, but Thomas Marik learns of this and begins a war with the Federated Commonwealth. And to top it off, the Clans are back with a vengeance. **\$10.95**

7. Ideal War Thomas Marik has conceived of a plan to eliminate the position of mecharwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson. **\$7.95**

8. Main Event Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mecharwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons. **\$7.95**

9. Blood of Heroes It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glengary, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Camille perform a miracle? **\$7.95**

10. Assumption of Risk By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping. **\$7.95**

11. The Far Country A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the Kuritan strike team members, mech mercenaries, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks. **\$7.95**

12. D.R.T. Part D.R.T. Part D.R.T. Following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott from Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to head with the Nova Cats, both 1st & 2nd Line units. **\$7.95**

13. Close Quarters The Caballeros sign on to protect Theodore Kurita's corporate cousin, they think it is a low risk, high paid job. But danger lurks in the form of the bronze powers of Hachiman, the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs. **\$7.95**

14. I am Jade Falcon Star Commander Joanna has lived with the shame of Jade Falcon's defeat at Tygocross for years, but now she finds herself and her clan pitted against the Wolf Clan. But will her advanced age bring her to defeat again, or will a Jade Falcon be enough for her to take on the Black Widow in a repeated battle for Tygocross? **\$7.95**

15. Tactics of Duty Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Caledonia, its not different - except that the mercenary Gray Death Legion is caught in the middle of all. **\$7.95**

16. Highlander Gambit Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffray to the planet Northwind. His mission: to single handedly destroy the elite Northwind Highlanders, the mercenaries who abandoned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch. **\$7.95**

17. Star Lord A self-appointed Star Lord launches a series of raids that threaten and terrorise the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mecharwarriors and shows the Star Lord that two can play at impersonation. **\$7.95**

18. Malicious Intent Vlad Ward uses secret information to re-establish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyran Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole. **\$7.95**

19. Hearts of Chaos The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sells Cassie Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the invaders! **\$7.95**

21. Black Dragon The Black Dragon Society is tired of fiddling around, and plan to kill Theodore Kurita. But Cassie Suthorn and her indefatigable Caballeros could be the only unit with enough guts and grit to save the Draconis Combine from these extremists. **\$9.50**

22. Double-Blind The Magistracy of Canopus has been the target of aggression by the Marian Hegemony, and Marcus GioAvanti and his Avanti's are hired to protect them. But soon they have to face the real force behind the hostilities - the religious order of lunatics called the World of Blake. **\$9.50**

23. Binding Force Aris Sung, a warrior of the noble House Hirtisu of the Capellan Confederation, is chosen to break the newborn Sarna Supremacy and bring the worlds back into the fold. But Aris finds he must beat the odds in a race against time and treachery, or House Hirtisu will be destroyed. **\$9.50**

24. Impetus of War The Northwind Highlanders are hired by the Draconis Combine to take on a mission unlike any before - to strike into the Deep Periphery to crush one of the Smoke Jaguar's supply centers on a distant world called Wayside V. But a nasty surprise is waiting... **\$9.50**

TWILIGHT OF THE CLANS SERIES

1. Exodus Road Star Captain Trent of Clan Smoke Jaguar is a warrior born, a steadfast believer in the way of the Clans - until unsavory political intrigue leads him to wonder just how far his Clan has fallen from those ideals. From a captured Com Guard tech he learns of a possible life of honor in the Inner Sphere, but can he escape? **\$9.50**

2. Grave Covenant As the truce of Tykayid nears its end, the lords of the Successor States embark on a radical scheme to stave off galactic war - creating a new Star League Defence Force to destroy a powerful invading Clan. But backbiting and in-fighting may destroy this bold plan in its infancy. **\$9.50**

3. The Hunters "Carry the fight to the Clans" has become the rallying cry for the armies of the Successor States. Now, as they launch their offensive against the Clan Occupation Zone, a task force is drawn from across the Inner Sphere begins its own desperate journey searching for the Clan homeworlds. **\$9.50**

4. Firebirth On his Khan's orders, mecharwarrior Horse of Clan Jade Falcon travels to Clan Smoke Jaguar's home world to investigate a Falcon secret scientific station. But what secret experiments are being done that could be the end of Horse and give explosive results to the whole Clan? **\$9.50**

5. Sword and Fire Task Force Serpent stands poised on the brink of the greatest military operation since the liberation of Terra in 2277 - the target is the Smoke Jaguar homeworld. But with an assassin loose in her forces, General Ariana Winston will have to draw on all her skill to reduce the Jaguar's planet to ruins with sword and fire. **Due July. \$9.50**

Men in Black

MEN IN BLACK RPG Direct from the movie. You're part of the mysterious quasi-governmental organisation known only as the

Men in Black - elite cops policing and patrolling the 1,500 aliens living amongst the people of Earth. You'll confirm to the identity we give you. You will have no identifying marks of any kind. You don't exist, you were never born. Can you handle the truth? More importantly, can you handle an Arquiilian Megasone Destructor Ray? You can! Good - we've got a crazy Balian loose in Manhattan. Take care of - By West End Games, uses the easy to learn D6 system, so you can open the book, grab some dice, and you are off! Includes a report on aliens, alien technology, adventures, etc. **\$32.00**

MEN IN BLACK Introductory Adventure Game Includes an agents guide to teach new agents the art of MIB, from the moment they start reading a Director's Guide, a Mission book, Character sheets, also 16 color cards and stand-up figures, 4 maps describing typical MIB locations, dice, etc. **\$34.00**

Aliens Recognition Guide More aliens for players to track down. Within these recently declassified folders you will find 25 new alien races ready to use for your campaigns. Some of them are well known to the MIB, some are unknown to everyone. **\$24.00**

Instant Adventures A 96 page supplement that can be run with any campaign. 32 color cards with pictures and stats of important characters, weapons, vehicles, & aliens. **Due April. \$29.00**

The Director's Guide Features a GM Screen, plus more data on creating your own aliens, devising new and bizarre alien technology, and running neo-awesome assignments. **\$19.00**

Mekton

SCI-FI Set in the new future, this is a complete & detailed game of battles between giant Robotech style mecha. Extremely influenced by Japanese animation movies & series. By R.Talsorian Games.

MEKTON Z RPG The complete system for real time sci-fi adventure. Streamlined construction for all types of mecha, from transformable automobiles to kilometre long star cruisers. Fast, detailed rules covering all kinds of action from planet busting to kung fu blows - all with the style and flash of your favorite Japanese anime shows. A popular and good publication. July? **\$32.00**

Mekton Advanced Techniques Manual Custom designed weaponry, remote drones, AI controlled mecha, combiners, excessive scale starships, power armor, teleportation, anti-grav, super deformed mecha, and bad Japangish! **\$29.00**

Mekton Wars Vol 1: Invasion Terra Contains a gripping account of a powerful alien Empire launching massive attacks on Terra and her colonies, at first winning crushing victories, with superior mecha, ships, and numbers. But the humans fight back in a series of carefully planned attacks. This book contains 31 Mekton battle scenarios for two or more players. Each scenario lets the players build their weapons & deploy them as they desire. **\$19.00**

Mekton Z Tactical Display All the charts and tables needed to run your Mekton games smoothly. Plus a booklet containing a cinematic combat system allowing faster play and larger battles, & the Starblade Saga: Mekton Worldbook 1. **\$16.00**

The Starblade Saga: Mekton Worldbook 1 The premier world sourcebook for Mekton Z. The Starblade Saga will be a complete campaign setting in the traditional anime style (without Minnie!) **\$29.00**

Middle Earth

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. By Iron Crown Enterprises.

THE HOBBIT ADVENTURE BOARDGAME is a fast moving fun fantasy boardgame based on The Hobbit. For 2 - 4 players, and playable in 1 - 2 hours, taking about 15 minutes to learn. Includes a full color mounted map, plastic hobbits, coins and life points. On your journey to steal Smaug's treasure hoard, you explore sites, battle monsters, discover treasure, artefacts, and challenge your opponents with riddles. **\$59.95**

MIDDLE EARTH II RPG

MERP II RPG 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover travel, encounters, weather, random events, healing, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the trollhairs. **Softcover \$29.95**

MERP II Accessory Pack Boxed accessory including the adventure Loons of the Long Fell with 6 developed characters, maps & floorplans; 60 standup light color figures; 6 pages of color displays including the Last Inn & a Ruined Castle; and dice. **\$24.95**

MIDDLE EARTH SUPPLEMENTS

MERP II Combat Screen 2nd Ed. Contains a standard selection of combat tables, manoeuvre rules, and charts for other such strenuous pursuits - all on an 11" x 34" cardstock screen. **\$13.95**

Deluxe Lord of the Rings Poster Maps A 2' by 3' full color map on heavy, durable low gloss paper. Painted by Jo Hartwig. **\$21.50**

MIDDLE EARTH SOURCEBOOKS

Angmar Features Carn Dum, the imposing mountain citadel of the Lord of the Morgul, with floorplans; color maps of the area; orcs tribes described in detail; a glossary of 1000 orc words; orcs holds; the six deadly generals who govern the Witch-King's manish warriors; three sinister high priests, haunted ruins, etc. **\$34.95**

Arnor: The Land Includes four color maps; delve into the inner workings of the Witch-King's malice as he contrives dark plagues, killing curses and doom on his subjects, the Dunedain's struggle against him; the localities of Bree, Tharbad, and the Barrow-Downs, and a series of adventures following the Banners of the High King, Gil-galad. **\$44.95**

Arnor: The People Companion to Arnor: The Land. Tells the tale of Arnor's founding, her long struggle against the Witch-King of Angmar, and her eventual dissolution and demise. With engaging summaries of Arnor's inhabitants, politics, warcraft and adventure opportunities, as well as a lively history. **\$31.95**

Creatures of Middle Earth How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's fire? Test your powers against Morgoth's legacy: the wars of haunted Hollin, the Balrog of Moria, the cave trolls of Moria, the Hill trolls of Mordor. All of Tolkien's creatures, both fell and pure, are listed here. 144 pages. **24.95**

Dol Guldur Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his fears were true - Sauron was taking form once again. When at last the Council put forth its strength, they drove the evil out from Dol Guldur - but he merely went to Mordor. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orcs, traps, history, and daring rescue missions. **\$34.95**

Elves: Peoples of Merp A series covering the peoples of Middle

Earth, covering all aspects of society, etc. **\$26.95**

Hands of the Healer Delves into the vast array of healing lore, natural and magical, which the Free Peoples have distilled from their relentless struggle against the Dark Lord and his foul minions. With a comprehensive herb compendium. **\$28.95**

Lake-Town This book presents this famous town with all its vivid bustle, craft associations, burg's courts, drunken revelry, collect the tolls, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. **\$34.95**

Minas Tirith Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of the Ring. Includes 2 full color maps, key locations, are covered, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and adventures. **\$39.95**

Mirkwood Once a beautiful forest, the coming of the Necromancer turned it into a dark and frightening place full of evil creatures and huge spiders. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magic of the Silven Elves grown perilously wary in their slow retreat north. This is a reprint with a few new illustrations of the old 1988 module. **\$34.95**

Southern Gondor: The People Tells of Elendil's sons, Isildur and Anarion, recounting their arrival on the shores of Endor and moving through the events of the great nation they founded there. Reaches back to the First Age and follows through to the Fourth Age. **\$32.95**

Southern Gondor: The Land Presents Gondor's coastal provinces in vivid color and detail. The route of humble country lane and famous high road; the scattering of manor, hamlet, village, and town across hill and dale; the placement of beacon, guard posts, haven & citadel. **\$44.95**

The Kin Strife Presents the people, politics and armies of Gondor under the repressive rule of Castamir the Usurper. The Cor Anduin's deadly ring of informers, detain any who work to restore the rightful King to his throne. Criminals, Southron Spies, and servants of the Dark Lord are all embroiled in the Civil War and conflict. **\$40.00**

The Northern Waste Explores the vast, uncharted region of Forodwaith, a land of chilling tundra and unrelenting cold. These lands have become a refuge for the ice-dwelling Lossoth, who hunt the perilous shores. The mysterious Snow Elves also haunt the borders. With a 17"x22" color map and two adventures. **\$45.00**

The Shire Come visit the Shire, where there is less noise and more green, and enjoy the hospitality of the Hobbits who dwell there. You'll also discover that adventure is not far from their borders, with the dangers of the wild all about them. Includes history of the hobbit tribes leading up to the gift of the shire to them by King Argeleb II, history of hobbit chieftains, and adventures. **\$44.95**

Treasures of Middle Earth A 206 page source book detailing the most potent artefacts of Tolkien's world, including Anduril, the palantir, the rings, arms, armor, apparel, gear, jewellery, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, & the properties of materials. **\$26.95**

Valar & Maiar 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. **\$22.50**

Millennium's End

SCI-FI This is a futuristic technothriller RPG set in Earth's dark future at the turn of the century.

Millennium's End 2nd Ed RPG It's 1999. America's inner cities are torched by riots and ruled by drugs. Wars seethe in the deserts and jungles of the third world. Techno-terrorists take on the fallen superpowers and corporate giants. Only the tough survive - and when they need something done, they come to you. You're a Black Eagle operative, working for a company with a worldwide reputation for getting any job done, any time, by any means. Flexible, realistic & fast paced rules. 200 pages. This is a complete RPG. **\$23.00**

Terror Counter Terror At every moment, on every continent, in every country, terrorists are at work. In a world on the brink of collapse - a world of decaying infrastructure, overburdened police forces, bush wars, famine and impending environmental cataclysm - the price for getting a story on cable news is often measured in body counts. Covers fifteen terrorist organisations and six counter-terrorist organisations in the year 1999AD. **\$25.00**

The Medellín Agent After decades of struggle against minor guerrilla groups, in 1999 Columbia faces an all-out war against the heavily armed, insanely aggressive drug lords of the Medellín Cartel. Sourcebook including Columbia's geography and history as well as news and agendas for both sides. **\$24.00**

Ultremodern Firearms The ideal weapons compendium for Millennium's End or any modern game system. Has over 200 entries covering 300 modern weapons, scopes, laser sights and night vision devices in use in the world today. Over 90% are illustrated, and all have relevant and interesting info written in plain, easy to understand English. Also has a listing of more than fifty military, police, special operations and counter terrorist organisations and the weapons they use. **\$23.00**

Mutant Chronicles

SCI-FI An extremely dark role playing game set in our not too distant future. See the figures in the Miniatures Section. By Heartbreaker Hobbies.

MUTANT CHRONICLES RPG 2nd Ed The Solar System is a roaring mayhem of death and war. The surfaces of the inner planets have been swept clean by the violent onslaught of the Dark Legion's storming hordes of Nepharites, Necromancers, Razides and Undead Legionaries. In the enormous cities of the far and distant future, heretics devoted to the destruction of humankind stalk the dark backstreets and gloomy alleys spreading their teachings of greed, jealousy and war. This 2nd Ed has an improved character generation system, combat rules and rules for using the Art and Dark Symmetry. Contains more background on the universe, and a full page spread on the massive city, Luna. **\$50.00**

Algeroth: Apostle of War An excellent 144 page book focused on the armies and armories of the Lord of Dark Technology, with detailed descriptions of vehicles, weapons, creatures, citadels, equipment, Nephrite intrigues, necro-bionics, bio- & necro-technology, etc. Complete rules for running Algeroth player characters or heretics. Also includes a horrifying adventure whereby you lead a team of Doomtroopers or the like in destroying a newly built Dark Legion Citadel. Detailed maps with descriptions are provided for all 8 levels of the Citadel. Also has *Fury of the Clansmen* rules. **\$22.50**

Bauhaus: Power of Heritage 2nd Ed Bauhaus made their home on Venus, where first there was nothing but rivalry and division. But Nathaniel brought hope and light, which was needed, as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structure, weapons, creatures, etc. **Due Oct. \$16.50**

Capitol: Pride & Profit The first and mightiest among the great

megacorporations, whose home is on Mars. All you want to know about Capitol and its citizens, new backgrounds, more special forces, heavier weapons, unique armor and equipment, more vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado. **\$16.50**

Cybernetic Sourcebook The Corporation that relies on cybernetics and computers - putting itself and others at risk. The Dark Legion has proven it can occasionally take over the "minds" of cyborgs & computers. **\$16.50**

Freelancers Handbook & GM Screen With a 32 page Freelancers Handbook that gives rules and background info, including becoming a Freelancer, mission structures, chasing heretics, player character sheets, new skills, etc. Also has a glossy, 4-page GM screen with rules, weapons and skills. **\$12.50**

Ilian: Mistress of the Void Sourcebook Delve into the dark mysteries of Ilian, the Lady of the Dark Symmetry and the Harbinger of the Dark Soul. This book is full of details about the Dark Lady herself, her malevolent minions and their four weapons, as well as how to create a Heretic of Ilian. 30 new Dark Gifts for Heretic characters. **\$14.00**

Imperial The first three Megacorp were Capitol, Bauhaus, and Capitol. But a fourth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacorps at the same time. Details the Young Guards, Security Command, Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. **\$16.50**

Apocalypse Discover Mishima and learn of the Overlord and his crumbling dynasty. Features new weapons and vehicles, and professions such as the fabled Demon Hunters and legendary Shadow Walkers. Info about Mercury of its capital Fukido, as well as a thrilling adventure. **\$16.50**

The Brotherhood 2nd Ed An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard, etc. Also new spells, 17 new backgrounds, etc. **\$16.50**

The Second Seal of Repulsion Part One in the Venusan Apocalypse adventure trilogy. What started as a simple recon mission in the Venusan jungles soon becomes a race against time as the characters are beset by terrorists. Surviving this leads to the jungles full of perils, until finally a great evil is encountered that could destroy Venus and the whole solar system. **\$14.50**

The Four Riders Part Two in the Venusan Apocalypse adventure trilogy. Heimborg quakes in the wake of the Battle of the Second Seal, and mankind faces the deadliest plague mankind has ever known, a disease that could wipe out life on Venus in a matter of weeks. **\$14.50**

Beyond the Pale Part Three in the Venusan Apocalypse adventure trilogy. The streets of Heimborg have now erupted into all out war with Dark Legion and Brotherhood troops fighting for every block of every neighborhood. Another great threat looms in the background, and there is only one night left before all is lost. **\$14.50**

Nephilim

HORROR One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the *Highlander* concept, and inspired by Hindu and Buddhist philosophies. Translated and published by Chaosium.

NEPHILIM RPG The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses and rich and unsettling personality. The character is a spiritual being who has lost its body, and thus inhabits human bodies in different periods of history. These nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Argatha, much like Nirvana in Hinduism. 232+pages. **\$34.95**

Chronicle of the Awakenings Several new resources for the player and GM. 16 new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules, and transformations. 4 new metamorphosis, etc. **\$28.95**

Liber Ka A supplement introducing an updated, alternative magic system following authentic occult principles. The book includes the Nephilim history of western sorcery, a grimoire of new spells, etc. **\$24.00**

Major Arcana Rules for astral travel, divination, meditation, magical correspondences. 30 new spells. 60 scenario seeds. **\$37.50**

Nephilim GM Veil A reference, screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. **\$26.95**

Nephilim GM's Companion An invaluable resource full of background aids and resources for Nephilim GMs. Includes new spells, elemental characters, campaign setting. **\$23.95**

Nephilim Character Dossiers Character record sheets. **\$14.95**

Secret Societies Since the fall of Atlantis and Mesopotamia, and have grown, due to Nephilim patronage of human ambition. Many of them have learned to hate the Nephilim. Worse yet, many of them have learned to fight the Nephilim. These invisible empires rise and fall. **\$28.95**

Serpent Moon A series of four linked adventures set in the USA. The player characters must uncover the plans of the Templars and stop them before they permanently damage the fabric of the elemental realm. The face someone from another dimension, avoid capture, seek the truth. **\$14.95**

NeverWorld

FANTASY A medieval fantasy world with beasts, men, elves, and dwarves. By ForEverWorld Books.

NeverWorld RPG We, you and I, live in a sliver of time somewhere in the Third Age. History forged us from the melding of Beast and Man, Elf and Dwarf, Giant and Mesopotamian, and battles against the dark Grobber race. Our surroundings tempered us in the jaws of Dragons, Demons and UnderWorld cults. Each nation has only survived through cultural isolation. Now the scent of change is on the winds, and the key to survival is knowledge. Only by learning the myth and lore of forgotten cultures will the answers be revealed. Players search for individual answers to their existence, and together group together to save the entire world. This is the interactive story which you can act upon at any moment. This is a world where science never reigns. Your character is the culmination of your chosen abilities, skills, powers and resources, born from one of 35 cultures. Make cross-cultural characters, track adventures on your own customizable map, reward yourself for your actions, and face the consequences for your misdeeds! Contains a 304 page Tome of rules, 128 Hourani Culturebook, color map, dice, GM screen. **\$60.00**

The Tome of NeverWorld The same rulebook as found in the boxed set above. **\$40.00**

Culturebook: Hourani The same Culturebook as found in the boxed set above. Hourani are metamorphs, born part human, part Wolfkin. Creating a comfortable niche in human society, they carry

on with their own laws, religion and social life. **\$24.00**

Culturebook: Neunonians Enter a world achingly familiar to our own, yet worlds apart. Seven city-states, supposedly shared by Hourani and humans, and rule by Dukes, yet no-one really knows who's in control. Start a Neunonian character or expand your current Hourani character with the many new abilities also included in this book. Includes a community generator to make villages, towns and cities; all you need to know to run Neunonian characters, etc. **\$29.00**

Culturebook: Rublug The Outpost dwarves that were separated from the World's Crown. Once cursed to burn from the sun, they now believe daylight travel is possible. Only the bravest leave the mountain fortresses. With them come Dwarven armor, new military careers, Rune weapon magic emphasis, Dwarven Pantheons, and new priest careers. **\$29.00**

Culturebook: Wolfkin Standing 12 feet tall, these beasts are the peacekeepers of the Nation of Yucazon and the Sentinels to the Province of Winter. They fight the undead Mulgrayne, and heal the vast forests abandoned by the elves. Includes elemental magic, the followers of Druidism, and the skill of Treemorphing. **\$29.00**

Culturebook: Driseti The Driseti are wood elves, fortified in the Black Forest, surrounded by Wolfkin, Bearmih, Ice Giants and Rublug. None but elves can enter. Includes the magic of Shamanism and Faerie Enchantment; Shaman and Spirit Slayer careers, and skills such as tree hopping, wolf-bond, and natural invisibility. **\$29.00**

Culturebook: Felithin Sly, devious and painfully arrogant, these agile cats are the rulers of the Ontanema plains. While they wield no magic, they are each natural assassins and warriors. All are corrupt. Cultural skills include first strike, super leaps, and nine lives. The Thelis cheetahs are swift, silent and deadly, the Kaystish lynx slyly acquire everyone else's hard earned rewards. **\$29.00**

Nightbane

HORROR Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nightspawn* to *Nightbane* to avoid a legal battle. By Palladium.

NIGHTBANE RPG A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightbane - have become the defenders of the world. Feared and despised by most normal humans, the Nightbane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the Nightlords. **\$32.00**

World Book One: Between the Shadows Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and the Dreamstream, which is far more than the stuff of nightmares. **\$27.00**

World Book Two: Nightlands Takes the players into the strange and wondrous Nightlands dimension, a twisted mirror image of our reality and home of the Nightlords, the inhabitants of the Lands of Night. Also has lost artifacts, new Nightbane talents and morphus, plus campaign and adventure ideas. **\$27.00**

World Book Three: Through the Glass Darkly A book that will surprise a lot of people with its truly unique and twisted approach to magic, magic users and horror adventure. With 50 new spells, strange magical phenomena, living magic, Cybermagics, Fleshsculptors, Mirrors, mysterious locations, three adventures, etc. What lies beyond the Mirrorwall? Could the Guardians and Lightbringers have a hidden agenda? Are they a light or dark force? **\$27.00**

Over the Edge

OVER THE EDGE 2nd Ed RPG A game which pits the player characters against all manner of decadent, evil, twisted, mind-boggling, blood-curdling, soul-rending, ego-shattering, world-turning experience. The Game Moderator is called upon to evoke an atmosphere of surreal danger. The players are called on to deal with this danger to body and soul, to thrive and accomplish their own goals in spite of it. The setting of the game is the mysterious Mediterranean island of Al Amaria, a place where anything can happen: secret invasions from outer space and other dimensions, global conspiracies, secret races, psychic powers, fringe technology, and more. 240 pages. **\$40.00**

Of Gods and Men

OF GODS AND MEN RPG A war between the gods resulted in them abandoning the world, and the elves and dwarves also departed at that time, no-one knows where they went. The survivors developed magic and technology, but strayed into the darker arts, and soon became in bondage to dark beings. But great Unicorns lend a revolt of the animal kingdom against the demons, and overcame them. But the human kingdoms then entered into endless war, and the Outland colonies still sought the dark arts. Then suddenly new gods arrived - gods who walk among the world like men, unknown, except for when they use their immense powers. 328 pages and 54 Divine Power cards. **\$40.00**

Cults & Conspiracies It is the dawn of the sixth century since the gods left mankind to fend for itself. Now the realm is on the brink of war and perhaps its ultimate destruction. Strive to become a part of one of many ancient and arcane organisations which struggle with each other for domination. **\$17.00**

Of Gods & Men GM Screen Standard GM Screen plus 18 new Divine Power cards and an adventure. **\$17.00**

Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! By Palladium.

PALLADIUM FANTASY RPG 2nd Ed Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and dangerous world of high fantasy. A world of magic and conflict. A world dominated by human civilisation built on the bones of non-humans who reigned before them. A world of unparalleled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, wolfman, bearman. PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic. **\$40.00**

Book II: Old Ones 2nd Ed The Old Ones existed long before the dawn of man, and they rule the Palladium World for untold millenniums. This book describes them in detail. Also describes the kingdom of Timiro from the campaign world. Includes details and maps on eight cities, 25 towns, 22 forts and various adventures. 224

pages with two new character classes. **\$31.95**

Book III: Adventure on the High Seas 2nd Ed 224 pages featuring two dozen character sheets, new character classes such as pirate, a dozen different ports, cities, towns and forts, adventures and adventure ideas, more world information and history; sailing ships and ship to ship combat. **\$31.95**

Dragons & Gods Includes 14 dragons including the Hydra, Fire Dragon, Thunder Lizard, Cockatrice, Lo-Dox, Ulician, etc; dragon hatchlings, adults and ancients, their society, powers and weaknesses; weapons and magic items made from dragons; over 40 gods complete with minions, magical weapons and artefacts, history, legends and worshippers, over 20 demonic lords, elementals and spirits of light; rune weapons, dragon player swords, etc. **\$32.00**

Monsters & Animals 2nd Ed Details over 120 different monsters and creatures of magic, including giants, faerie folk, entities, sea serpents, rattlings, sphinxes, etc; many of which are optional player races. The animals section has over 200 animals. There are world maps for every creature, ideas for adventures, GM tips, etc. **\$31.95**

The Island on the Edge of the World An adventure sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! **\$25.50**

The Compendium of Weapons, Armor & Castles A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. **\$35.00**

The Compendium of Contemporary Weapons 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, & selected heavy weapons, etc. **\$31.95**

Yin-Sloth Jungles 12 new occupational character classes and races including the beastmaster, holy crusader, hunter, bounty hunter, tezcat shaman, fire sprite, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orich Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. **\$25.95**

Pendragon

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! By Chaosium.

PENDRAGON 4th Ed. A dynastic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from *Knights Adventurous*. The most important addition is a brand new magic system, including player character magicians, 250 pages of magic, and England. **\$29.95**

The Arthurian Companion Enter the world of Arthur, King of all Britain and master of a thousand knights. Explore the beauty and splendor of the legendary world of Camelot and the Round Table. Written in a warm and entertaining style, contains over 1,000 entries, cross-referenced and annotated. An alphabetical guide to the Arthurian legend and literature. **\$24.00**

Bevyous the Walls of Pictland & the North The Wall of Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilised Britain. Beyond it lies Caledonia, a bleak and harsh land where civilisation and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they unify only to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. **\$29.95**

Blood & Lust Provides campaign material for the Dukedom of Angleland, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. **\$29.95**

The Boy King 2nd Ed Adventure with young Arthur in his quest to claim the kingship of Britain. This 80-year campaign lets you claim the throne, defend the realm against savage invaders, clear the land of awesome monsters, and find glory doing so. **\$34.00**

Land of the Giants Explore the lands of Scandinavia in the time of Beowulf and King Arthur. While Arthur sat upon the throne in Britain, Beowulf and Grendel engaged in an epic struggle. Allows you to play Scandinavian characters or visit the country. Includes an adventure featuring Beowulf, and a map. **\$31.95**

Lordly Domains A book about nobles and their responsibilities and privileges. Its rules cover the acquisition of land and the nature of nobility, expand upon the concepts presented in the primary RPG. Covers noble holdings, fiefdoms, feasts, festivals, hunts, falconry, tournaments, war, heraldry, etc. **\$32.00**

Pagan Shores A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, etc. **\$29.95**

Percival & the Presence of God This is the first paperback edition of this classic Arthurian novel, focusing on young Percival's quest for King Arthur and the Holy Grail. The core of the book is the traditional tale of Sir Percival, first told in twelfth-century France, retold here by Jim Hunsler. **\$17.50**

Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbrria and the Perilous Forest. With 2 maps, including Hadrian's Wall. **\$31.95**

Savage Mountains 4 adventures, Dolorous Wyrm, The Best Wine in the World, The Cambrian War & The Paulat Cat, exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. **\$31.95**

Prime Directive

SCI-FI For all those Treklike fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! By Task Force Games.

PRIME DIRECTIVE RPG A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material on Klingons, Romulans, Tholians, Gornas, Lyrans, Kzinti, Hydrans, etc, each with history & weapons. Has two scenarios, & a Star Fleet Universe timeline. **\$34.95**

The Federation 112 page sourcebook detailing the most important stellar empire in the Prime Directive game, set in the Star Trek TV series era. Includes a section with expanded rules, such as Vulcan and non-Vulcan psionics, new skills, new equipment, optional rules, etc, and a Guide to the Federation, including HQ, Star Fleet Academy, Full Member Races, Associate Member Races, ship recognition manual, etc. **\$25.95**

Uprising An adventure for three or more players, that features a Prime Team going deep into the intrigues of an uprising on an

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amphibian world rich in dilithium. Also details Orion Skimmers, punks with an attitude, and the Prelarians, a new race for Prime Directive. **\$14.95**

Prime Directive Miniatures

Task Force Games have released a small range of 25mm miniatures for Prime Directive.

TAS9501	Officers (3).....	\$12.50
TAS9503	Heavy Assault Section II (3).....	\$12.50
TAS9504	Security Section (3).....	\$12.50
TAS9505	Security Section II (3).....	\$12.50
TAS9506	Light Assault I (3).....	\$12.50
TAS9507	Light Assault II (3).....	\$12.50

Providence

PROVIDENCE MAIN RULE BOOK Providence is many things. It is a game of super-powers and magic. It is a world of high-fantasy and adventure, a battle between good and evil, right and wrong. Amidst the chaos and destruction stands a beacon of light. You are that light. Will you join the fight? This beautifully illustrated 264 page rulebook provides all the information necessary to begin a campaign. Included in this book is the character creation system allowing you to play a wide variety of characters. A complete description of skills, powers, and spells is provided. In addition, readers will be introduced to the Creative System, the set of basic, advanced and optional rules needed to fully explore the game. This is a place of high fantasy where the Arthurian legacy of grand chivalry is mixed, like a potent elixir, with the steel of super-heroes, including angels and demons. **\$45.00**

Providence Main World Book War is imminent and the odds of survival are slim. The Alliance of Kings is greatly outnumbered and even their allies want to see them in chains. Internal problems are tearing the fabric of society apart. The world itself is trying to kill them. Providence needs heroes. Will you heed the call? This lavishly illustrated book gives a detailed look at Providence, with its inhabitants, geography and history, and a detailed description of the races, including Troupal Bat, Gargyle, Dragon, and Eagle. **\$48.00**

Rifts

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. By Palladium. **\$14.95**

RIFTS RPG The world we know is gone. Nothing is as it should be. Earth has been transformed into a dimensional nexus. Rifts in space and time link Earth countless alien worlds and dimensions. High technology co-exists with magic and the fantastic. Giant robots and power armor warriors battle supernatural monstrosities. Unspeakable horrors slither through the Rifts with an eye for conquest, or to use Earth as a bridge to the infinite Megaverse. Somehow, humankind has managed to survive, many augmenting their frail bodies with bionics, power armor, brain implants, chemicals, magic, and alien sciences. Featuring magnificent artwork, and 256 pages. **\$39.95**

RIFTS Game Shields & Adventures Contains two six panel GM screens for quick reference, a 60 page adventure sourcebook, 9 Rifts character sheets, 2 complete adventures, 18 book line and sinker adventures, maps, etc. **\$20.95**

RIFTS Index & Adventures Vol 1 An index that indicates which title and what page players and GMs can find specific characters, OCCs, RCCs, skills, weapons, vehicles, places, etc. Has 40 pages of adventures, adventure ideas, source info, etc. set in North America. **\$21.00**

RIFTS Index & Adventures Vol 2 A quick, easy reference and index for the last two years of Rifts releases, including Juicer Uprising, Coalition Navy and War, Spirit West, etc; and adventures, adventure ideas, maps and data. **\$20.95**

Mutants in Orbit An adventure sourcebook that can be used with Rifts or Teenage Mutant Ninja Turtles. Includes rules for generating Rifts characters, the background is a massive nuclear war that almost wiped out humanity, leaving small space colonies in orbit around the Earth to fend for themselves. **\$20.00**

RIFTS Sourcebook Campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, & adventure. 120 pp. **\$21.50**

RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids. **\$19.95**

RIFTS Sourcebook 3 - Mindwerks 112 pages with nearly a dozen new O.C.C.s and R.C.C.s, including the Mindwerks cyborg, psynetic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance, Gene-splicers, an evil Millennium Tree, monsters, an epic adventure, etc. **\$18.95**

RIFTS Sourcebook 4 - Coalition Navy Takes an in-depth look at the Coalition Navy, the largest naval force in the Americas, located in Lone Star/Texas and which can be found up and down the Mississippi River, the Great Lakes and the Gulf of Mexico. Includes pirates and privateers, warships, subs, power armor, equipment, key bases, commanders, notable sea monsters, etc. 128 pages. **\$20.95**

RIFTS Mercenaries A 160 page sourcebook on mercenaries. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimensional mercenaries, weapons and equipment, new boats and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolkeen, Pecos Empire, etc. **\$25.95**

RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: Robotech, Heroes Unlimited, etc) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, & a wealth of monsters. 224 pages. **\$31.95**

RIFTS Conversion Book # 2 Pantheons of the Megaverse - mythological ancient gods and impostors. 180 + pages dealing all of these gods, their magics and weapons. **\$31.95**

RIFTS Dimension Book One: Wormwood Features the living planet Wormwood, with bizarre forms of magic, the monstrous Unholy Heifer monsters, aliens, World Gate, morphworins, entrancers, new racial character classes, Hospitaliers, etc. **\$25.95**

RIFTS Dimension Book Two: Phase World An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes three galaxies in detail, techno-wizard spaceships, power-armor & weapons, phase technology with new ships, weapons, cyborgs, etc. **\$31.95**

RIFTS Dimension Book Three: Phase World Sourcebook New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots; new fighters, frigates and cruisers; optional spaceship combat rules; the Intruders with their solid energy spaceships and body armor, etc. 112 pages. **\$18.95**

RIFTS Dimension Book Four: Skyraiders Nearly thirty years have passed since the monstrous Tarlok conquered the planet. The few superheros who survived are hunted and destroyed like animals, yet they persevere and prepare to launch their greatest offensive ever. **\$26.95**

The Rifter Issue 2 A 120 sourcebook and GM's guide, dedicated the whole Palladium Megaverse, not just Rifts. This second issue has

material for Rifts, Palladium Fantasy RPG, Nightbane, Heroes Unlimited, Ninjas, etc. **Due May. \$14.00**

World Book 1: Vampire Kingdoms Includes information on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. **\$23.95**

World Book 2: Atlantis Atlantis Domain of the multi-dimensional slaves known fondly as the Splogorh, who rule a magical realm of supernatural, and other-dimensional creatures. **\$25.50**

World Book 3: England A place of magic and magic creatures, a land of enchantment. 152 pages, including Fomorians, Celtic gods, a 1,000 foot tree, New Camelot, 25 new unique spells, etc. **\$25.50**

World Book 4: Africa Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villains, etc. **\$25.50**

World Book 5: Triax & The NGR 224pp on the New German Republic, a refuge for humans in Europe, and the Triax, the high-tech industrial giant, featuring tons of new borgs, robots, power armor, implants, weapons, tanks, aircraft, equipment, comic strips, etc. Also features the gargyle empire and other villains, an adventure, etc. **\$31.95**

World Book 6: South America The jungles and mysteries of South America are explored. Eight major kingdoms are described. Living power armor, anti-monster cyborgs, bio-modified female superwarriors, reptilian D-bees, pincer warriors, priests and magic, poisons & herbs, pirates, dragons, etc. **\$25.50**

World Book 7: Undersea Marines Ocean Wizards, Sea Druid, Sea Inquisitor, the Salvage Expert, the Whale Singer, Sea Titan, Amphib, Dolphins, Horunes, Pirates, Mutants, etc. 40 ocean magic spells, 20 whale songs, dolphin magic, underwater bionics, power armor & weapons, subs, ships, the Lord of the Deep, Gene-Splicers, etc. **\$31.95**

World Book 8: Japan Samurai, Cyber-Samurai, Ninja, Warrior Winged Golems, Golden Ninja Juicer, Ninja Crazy, Cyberoid, Dragon Cyborgs; living Samurai swords, the anti-technologists of the New Empire; Oni, Supernatural monsters and elements of the zone, three new Glitter Boys, winged power armor, spy armor, robots, new cybernetics, magic powers & items, etc. 216 pages. **\$31.95**

World Book 9: South America 2 Continues to explore the continent. Here you will find the reborn Inca Empire battling extraterrestrial invaders, uncover the secrets of the Nazca lines, and explore the Silver River Republics, where humans, mutant animals and D-bees live, build wondrous machines; Arkhon Spectral Hunters, a special brand of cyborg with terrifying stealth & weapons systems. **\$31.95**

World Book 10: The Juicer Uprisings Coalition treachery leads to the Juicer Uprisings. Golden Juicer, a Juicer army rise up to lay siege to the CS city of Newtown. Chaos erupts as Juicers, bandits and outlaws ravage the country side. Also action packed adventures, world information, great new art, 160 pp. **\$26.95**

World Book 11: The Coalition War Machine The Coalition States have been secretly building an army of incredible power! Rumors of the Coalition States' plans to invade Tolkeen and other plots to strengthen and expand its holdings have existed for years, but even the best spies had failed to uncover Prosek's mad scheme. Now, it's too late, as the Emperor unleashes his new army. **\$33.50**

World Book 12: Pyscape Over a year late - but it is finally out! New psionic powers, new OCCs like the Nega-Psychic, Psychic Nullifier, Psi-Slayers and others. Cybernetic implants that provide psi-powers but bring insanity. And most importantly, sinister secrets of Pyscape. **\$26.95**

World Book 13: Lone Star A detailed look at the Coalition States of Lone Star and the infamous Lone Star Genetics Complex where the dog boys and other mutants are created. Their plans for the future, key leaders, madmen, mutant animals and dark secrets. Includes the fearsome Xitoxic Killer, a mutant insect-humanoid vat grown by Lone Star and released into the wild in packs to hunt and kill Xitoxic. **\$26.95**

World Book 14: The New West The wild American West, a no man's zone forbidden to citizens of the CS, is explored in detail. Gun-slinger and Psi-slinger character classes; D-bees, Cyberknights, Reid's Rangers who protect the innocent and hunt vampires, Indian Warriors, notable towns, the Law (or what passes for it); frontier justice, law & order, etc. **\$32.00**

World Book 15: The Spirit West An in-depth look at the new American Indian, various tribes, cultures, magic, and gods. While the White Man wars with D-bees, sorcerers and his brothers in the East, the Red Man is quietly building new nations in the West. Provides plenty of monsters, evil spirits, magic, new weapons and equipment and hostile forces. Gives ideas for adventures and campaigns, for example, a clash between Coalition Reclamation Armies looking for lost bases & the Native Americans who simply want to keep the armed invaders out of their land. **\$33.00**

World Book 16: Federation of Magic Delves into the legendary Magic Zone and the many factions, good and evil, of sorcerers and mystical societies counted amongst its members. Including new OCCs such as Conjurer, 150 new magic spells, aliens, D-bees, dangerous gods, maps, etc. **\$27.00**

World Book 17: Warlords of Russia Russia and the slavic countries are said to be monster-ridden hell-holes. Perhaps it is the indomitable human spirit has risen from the chaos in the form of warlords. The warlords might be described as part barbarian, part animal, and part machine, for it is through the technological sorcery of bionics that they and their cyborg hordes rule. **Due June. \$33.00**

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Robotech

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. By Palladium. **\$14.95**

ROBOTECH RPG Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroyer inventory, new weapons systems & spells, etc. 110 pages. **\$21.50**

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Robotech New World Order Looks at the personalities, powers and plots of the African Sector, and plunges the characters into a world of violence, scheming and duplicity. The power hungry and corrupt commanders of the Sector have dreams of conquest which threaten the earth's reconstruction and could destroy the United World Government. Players find themselves pitting their own RDF mechs against identical machines piloted by traitors. **\$21.50**

Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. **\$21.50**

StrikeForce Robotech Book Eight. The heart of the book is the adventure Darkness Flowering, which is a dark look at the driving force behind Robotechnology and procedure. It explores heres of new mecha and variants on the old mecha, detailed info on the Zentraedi Control Zone, Manaus (a Zentraedi stronghold) and Indochina. **\$21.50**

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Zentraedi Break-Out An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. **\$17.95**

MACROSS II RPG This RPG is the sequel to the Macross Movie, made by the Japanese. It is therefore indirectly related to and a sequel to the first part of the three-part Robotech series, that being an Americanisation of the Japanese Macross series. In this sequel, it is eighty years later and the creators of the Zentraedi, the Marduk, are back invading Earth. Features Marduk mecha and war machines, transformable Valkyrie fighters, heaps of artwork, an epic adventure, characters, etc. **\$18.95**

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Macross II Spaceships & Deck Plans Vol One 64 pages of floor plans for the Emperor's giant Marduk Flagship, Battleship, Shuttle, & giant base, the Macross Cannon & Escort Carrier, Zentran Destroyer, Command, & Scout Ship. A short adventure and ideas, and ship to ship combat rules. Heaps of stunning artwork. **\$15.95**

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Rolemaster

FANTASY A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. The new version of Rolemaster, about to be released, is coming in four parts. See SHADOW WORLD for campaign material. By Iron Crown Enterprises. **\$14.95**

Arms Law Part One One of the New Edition of Rolemaster. Details a fantasy/medieval melee and missile combat system adaptable to any FRP system and fully compatible with older version of Rolemaster. Most of the material is the same as before, though here it is reformatted for easier use and has some new critical and attack tables. 144 pp. **\$23.95**

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Rolemaster Standard Rules A detail FRP system that adds realism and depth to your campaign without losing playability. This book is the cornerstone of the system and provides all the rules and guidelines needed to play this game. With a wide range of character creation choices, material for unique character backgrounds, skill development system; complete, consolidated guidelines for resolving actions, and action sequencing based on how fast a character attempts to perform an action. Eg. quick with a penalty, normal, deliberate with bonus. **\$44.95**

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Felch of Fire The streets are a violent place, as dangerous as any battlefield. This is the mercenary sourcebook for ShadowRun, including how to act like a professional merc, pages of new weapons, support gear, and optional combat-rules, clarifications, and expansions. **112 pages. \$23.95**

Germany Sourcebook Details society, politics and economics of Berlin, Frankfurt, Rhine-Ruhr Megaplex, etc. Written by a real German & includes German equipment, local cops, etc. **\$28.95**

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SHADOWRUN NOVELS

Miscellaneous Titles

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20 - Roleplaying Games: Star Riders - Star Wars

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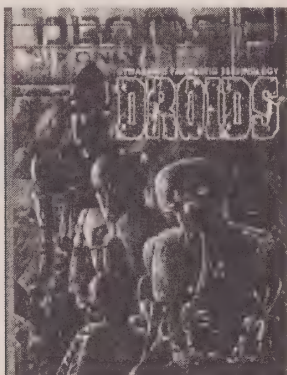
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Marc Miller's Traveller

SCI-FI Classic Traveller set in the days before the chaos of the rebellion. By Imperium Games.

Marc Miller's TRAVELLER RPG With the demise of GDW, Marc Miller, the creator of Traveller, is back in charge of the game. Traveller has been completely rewritten and revised with this 190 page book, which is lavishly illustrated with B&W and full color pictures. The game returns to the simpler structure of Classic Traveller while allowing for multiple levels of complexity. The time period covers from 4700 BC to 3367 AD. This book is the basic rules set and background for players and GMs. It unravels the secrets of man's conquest of the stars, helps you create heroic characters, lets you fight for survival in deep space and on hostile planets; you can create and design new starships; full rules on psionics; alien races are covered as well as animal encounter tables, etc. **\$39.95**

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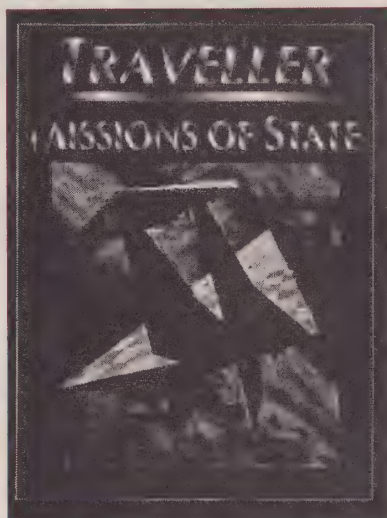
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Psionic Institutes The beginning days of the new Sylean empire are a time of open acceptance of psionic powers and those who have them. Institutes range in size and reputation from established universities with influence at the highest levels to fly by night charlatans and fake salesmen that keep one step ahead of the authorities. **\$36.00**

Starships A valuable reference book with 108 pages, detailing the starships of the Traveller universe, including ship names, statistics, anecdotal info, black & white illustrations for each ship, deck plans, and more of those stunning full color paintings. Also features the Standard Ship Design System. **\$31.95**

Traveller GM Screen A four panel GM screen plus the Memory Alpha adventure, written by Marc Miller. The characters agree to a high-paying mission with a catch - they must undergo a memory wipe upon the conclusion of the mission, and then the real mission begins as they try to learn what exactly did they do during that mission? **\$20.00**

Tribe 8

TRIBE 8 RPG The world of your forefathers is nothing but ashes, a distant echo that runs through the forests that have grown between concrete monoliths. The goddess' daughters walk the earth and have lead you from bondage, but they only herald a new brand of slavery. Set in a tribal future, player characters are blessed with mystical insight and marked by destiny. They must struggle to build a new society from the ashes of the old, fighting against alien horrors and the avatars of the goddess herself. **Due July. \$56.00**

Trinity

SCI-FI White Wolf's latest complete roleplaying system, this one set 150 years into our future.

TRINITY RPG Limited Edition Was called *ÆON*. Acentury and a half in the future, humanity ventures into space and encounters strange alien races and diverse new worlds, as well as establishing orbital colonies and terraforming Mars. Even as humanity struggles to find its place in this new age, Earth is assaulted by a menace from its past - twisted, once human creatures called 'Aberrents', monstrosities that seek to destroy our people and planet. The world's greatest defenders against this menace are psions - men and women who possess formidable psychic powers and who wield unusual biotechnological devices. With guidance from the enigmatic *Æon* Trinity, psions hope to protect humanity from its own twisted reflection so that Earth's people can take their rightful place among the stars. Investigate the unearthly Qin, beings at once supremely human and disturbingly alien. 318 pages, 152 in full color, which prevent a very detailed overview of life in the 22nd century. **\$48.00**

TRINITY RPG Hardback Edition The same as above, except with a hardback cover, and not a limited print-run. **\$48.00**

Darkness Revealed: Descent into Darkness The indigent are disappearing from Lunar slums. The few found are dead and missing vital organs. Members of two psi orders may not only know about it, they may be behind it! **\$25.50**



Hidden Agendas The Trinity storytellers screen and a booklet containing expanded information on the 22nd century universe. Also has an introductory story that kicks off the ongoing *Darkness Revealed* adventure series. **\$24.00**

Lunar Rising The first psi order sourcebook describes the clairsentient order of visionaries and explorers, the ISRA agents, who are based on the moon. **Due May. \$24.00**

Trinity Dice Set of 10 10-sided dice. **Due May. \$13.00**

Trinity Technology Manual Describes an incredible array of devices, from palm-sized minicomps to deep space freighters, repeating lasers to vocoders. Also descriptions of new and unique biotech. **Due June. \$25.50**

Usagi Yojimbo

USAGI YOJIMBO RPG You've read the adventures about this samurai rabbit called Yojimbo, now you can play them! The world is 17th Century Japan, but all of the characters are animals. Each story mixes seriousness with silliness. All of your favorite characters are here, including Gennosuke, Zato-Ino, Tomoe Ame, Katsune and Miyamoto Usagi! Uses the Fuzion game system found in *Bubblegum Crisis*. This is a complete game that is easy to learn and play. Also lists every Usagi story ever published, a complete character index with every character named in the comic, and a map of Usagi's Japan. **\$27.00**



Vampire: The Masquerade

HORROR A storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravaging fiend. By White Wolf.

Vampire: The Masquerade 2nd Ed. Hardback Explains the concepts of this mature-age RPG, with a background for Vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story, etc. 'Its atmosphere is stark, exotic & brooding, but with an underlying sonorous sensuality. Vampire is a neo-gothic vision of romance laid atop today's hyper-kinetic MTV world.' That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary. **\$39.95**

Vampire: The Masquerade on CD-ROM Along the lines of the AD&D CD-ROM, this CD-ROM includes the primary RPG, the Players Guide, the Storytellers Handbook, the Players Guide to the Sabbat, Storytellers Guide to the Sabbat, a city generator that creates city histories, locations, encounters, indoor and outdoor 3D maps, a character generator that contains all of the abilities and powers from the core books, a document generator for creating realistic game props, a screen-saver, and a find feature & hypertext links. **IBM Requires: Pentium 100+, Win'95, 16mbRAM, SVGA. \$65.00**

A World of Darkness 2nd Ed Venture into those forbidden regions where even vampires fear to tread. Glide through the elegant salons of Europe's elders and trek through the depths of the Dark Continent. Includes Australia, Japan, & the USA. **\$28.95**

Book of Nod Pocket sized book that contains the records of the birth of the undead, with invaluable insight into vampire origins. **\$14.95**

Chicago Chronicles Vol 1 A compilation of two classic Vampire sourcebooks. Chicago By Night 1st Ed and the Succubus Club. Together these two books present the beginning of an epic story of intrigue, warfare and survival among vampires of Chicago. **\$34.95**

Chicago Chronicles Vol 2 Two classic vampire sourcebooks. Chicago by Night 2nd Ed and Under A Blood Red Moon. Also features the next chapter in the epic fall of Chicago. No vampire is safe, not from werewolves or each other. **\$31.95**

Chicago Chronicles Vol 3 A compilation of Milwaukee by Night, Ashes to Ashes, and Blood Bond. These are the final chapter that concludes the War for Chicago. A tale of betrayal, hatred and revenge. **\$31.95**

Cities of Darkness City life crushes our spirit. Traffic, Crime, Corruption, Inhumanity. Rumors and legends abound as we strive to cope with each horror and save what's left of our identities, before we become the monsters that stalk the urban sprawl. But for some its

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too late. Combines *D.C. By Night* and *New Orleans by Night*. What goes on in the nation's capital and America's party town after night, when the undead come out? It's all one big celebration. **\$32.00**

Cities of Darkness #2 Includes *Berlin by Night* and *Los Angeles by Night*, two cities united in their fight for freedom, Berlin from under mortal domination, and L.A. from under vampire rule. **\$32.00**

Cities of Darkness #1 Includes *London by Night* and *Madrid by Night*, two cities united in their fight for freedom, London from under mortal domination, and Madrid from under vampire rule. **\$32.00**

Cities of Darkness #3 Includes *Paris by Night* and *Vienna by Night*, two cities united in their fight for freedom, Paris from under mortal domination, and Vienna from under vampire rule. **\$32.00**

Cities of Darkness #4 Includes *Rome by Night* and *St. Petersburg by Night*, two cities united in their fight for freedom, Rome from under mortal domination, and St. Petersburg from under vampire rule. **\$32.00**

Cities of Darkness #5 Includes *Warsaw by Night* and *Zurich by Night*, two cities united in their fight for freedom, Warsaw from under mortal domination, and Zurich from under vampire rule. **\$32.00**

Clan Book: Assamite Feared by all yet courted by many, refusing outside allegiances yet willing to hunt Kindred for a payment of blood, Assamites are among the most elusive clans. Once hunted, these vampire assassins are now sought by the Kindred to dispose of the enemies of the clan. **\$15.95**

Clan Book: Brujah History, traditions, myths and secrets of Clan Brujah, 10 templates of characters, & mysterious powers. **\$15.95**

Clan Book: Gangrel How they Gangrel run with the werewolves and the powers they gain, 10 sample characters, history, etc. **\$15.95**

Clanbook: Giovanni The last Clanbook is the Giovanni, who are final in so many ways. Steeped in blood and treachery, this sinister clan of necromancers seeks its way through the yltah wild feigning non-involvement. With its connections to the Mafia, Discover the bloody legacy of these insular undead, and their even deadlier future. **\$16.00**

Clan Book: Lasombra From their webs of shadows the Lasombra guide the destiny of the dread Sabbath. Unseen even by mirrors, these lords of darkness glide through the night they rule, orchestrating the rise and fall of king and kindred. **\$15.95**

Clan Book: Malkavian An extremely warped Clan, whose members are the maddest of the mad. The information contained in this book is not to be trusted. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. **\$15.95**

Clan Book: Nosferatu Most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. **\$15.95**

Clan Book: Ravnos Gypsies, vagabonds, and charlatans, the cunning vampires of Ravnos roam the night, they indulge in the most dangerous of games - lying to the liars, tricking the tricksters, receiving curses. **\$16.00**

Clan Book: Sefites Called corrupt by even the most crooked Ventre, the Sefites are almost universally mistrusted and feared by the clans of the Camarilla, and scorned by the Sabbat. **\$15.95**

Clan Book: Toreador A Spanish clan that does little more than fight amongst itself all the time. Ten character templates. **\$29.00**

Clan Toreador XL T-Shirt **\$29.00**

Clan Book: Tremere 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. **\$15.95**

Clan Book: Tzimisce Known fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortal legends of vampires in the night. In rejecting their humanity, the Tzimisce have lost their humanity. **\$15.95**

Clan Book: Ventre The vampires of Clan Ventre understand that power has value only as a means to an end. So they use their vast resources to extend their reach, all the while watching and waiting for the right moment to strike. For there are even worse things in this world than vampires, and the Ventre know they are they only hope. **\$15.95**

Dark Destiny A hardback novel with 22 short stories. Experience a Gothic-punk world where vampires, werewolves, and mages stalk among humanity - through their existence remains shrouded from their mortal herds. 398 pages. **\$31.95**

Dark Destiny III: Children of Dracula A hardback novel with a collection of short stories ranging from Dracula, his offspring to the power of the Camarilla and the Sabbat, and the fear brought on by the Antediluvians. **\$12.95**

Diablerie A combination of the two out of print titles *Awakening* and *Bloody Hearts*. Finally, characters have the chance to taste the blood of the Methuselahs, and gain immeasurable power! But at what price? There are worse things than Final Death. **\$19.00**

Dirty Secrets of the Black Hand Synonymous with terror and destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that sect give to know the role the Black Hand has played in their own history. **\$27.95**

Elysium: The Elder Way The vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has rules for creating elder characters, creatures of true power. For mature readers only. **\$23.95**

Ghouls: Fatal Addiction By day they walk among mortals as invincibles; by night they crawl among Kindred as fodder and slaves. They are ghouls, suspended between the lure of eternity and gates of damnation. **\$24.00**

Kindred of the East A hardback sourcebook with 222 pages. For centuries the exotic realm of Asia has defied the Kindred's incursions. Those few children of Caine dwelling in Asia whisper of the monstrous Cathayans, the shadowy vampires native to the East. For too long the Cathayans have lain sleeping like dragons, allowing the Kindred a facade of omnipotence. But now the age is at hand. This sourcebook details these eastern deadly vampires, new character creation rules, new powers, the Eastern spirit world, and cultural information. **\$40.00**

Laws of the Night For Mind's Eye Theatre. Clans, bloodlines, disciplines, character creation, derangements, influences, merits, flaws, paths, archetypes, abilities, FAQs: everything you need to be a vampire. **\$17.95**

Liber des Goules The Book of Ghouls For Mind's Eye Theatre. Better than humans, better than vampires. Take the best of both worlds. If you're a ghoul, you get all the perks of being a vampire - incredible powers, a look at what's really going on and best of all, immortality - without giving up going to the beach to get a tan. **\$17.50**

Montreal By Night 18 years and older only. Welcome to Montreal, unhalloved shrine of the most glorious Sabbat. We're so glad you came. Walk our catacombs in search of blasphemous knowledge. Enjoy all manner of titillating diversions with our deliciously putrescent "Toy." And forget that language barrier nonsense; we'd be delighted to hear you scream for mercy in English or French. **\$24.00**

Mummy 2nd Ed From the ancient sands of Egypt they return again and again, fighting an on-and-off war. Discover the blessing and curse of Rebirth and aid the undead mummies in their eternal struggle against the children of Caine. **\$28.95**

New Orleans By Night Sourcebook of the history and intrigues of the city, the Mighty Kindred who make their way there, & a story. **\$10.00**

Player's Guide 2nd Ed Features new clans, archetypes, skills, abilities, & equipment, plus character flaws, Merits, weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. (Stock code # 2206) **\$34.95**

Player's Guide to the Sabbat History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. (Stock code # 2055) **\$23.95**

Prince's Primer A resource for Vampire or Mind's Eye Theatre, with thoughts from princes, anarchs, and others on how to rule a city successfully; the infamous "A Manifesto on Becoming Prince" conclave reports, etc. **\$17.95**

Storyteller's Handbook 2nd Ed Includes chapters on perfecting the Storytelling art, how to handle settings, Chronicles set in the past & future, new Bloodlines, foes & additional rules for magic, light, etc. (Code # 2228) **\$28.95**

Storytellers Handbook to the Sabbat Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the infernal powers corrupting the sect, etc. (Stock code # 2225) **\$23.95**

Storyteller's Screen + 16 page story-adventure. **\$17.95**

The Inquisition While young vampires may scoff at the mortals who hunt them down, their elders remember a time when robed monks rode from haven to haven, using the twin weapons of fire and faith to destroy the undead. But the Inquisition did not die in those dark ages, its soldiers still roam the Earth, and the damned fear them more than any others. **\$18.95**

The Kindreds Most Wanted Thirteen of the most feared creatures in the World of Darkness, the history of the Red List, the Anathema, and those who hunt them, and a beginning story. **\$23.95**

The Giovanni Chronicles II: Blood & Fire Continues the story two centuries later, in Rome. The Giovanni clan, its members foul necromancers all, seek nothing less than apotheosis. Only the characters have a chance to thwart their schemes and horrible plans. **\$28.95**

The Giovanni Chronicles III: The Sun Has Set A lot has changed between the Anarch Revolt and the Victorian Era, but the Giovanni still scum. Join the hunt for the lost love of Cain. **\$28.95**

The Masquerade 2nd Ed Completely revised, a spin off from Vampire, there is no table or dice involved in this complete live role-playing game. Now in book form. There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and structure, and a lot of ideas for storytelling. **\$28.95**

The Masquerade Book of Props This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as its never been before. **\$23.95**

The Masquerade: The Elder's Revenge "The Prince: America in Three Acts." One of the years most eagerly anticipated theatrical openings is cancelled suddenly, with all things going wrong. But then the playwright is ready to reveal the secrets in his play to a new stage. Vampires from across the country come to judge his work. **\$17.95**

The World of Darkness: Demon Hunter X Describes the witch-hunters of the Far East. Their mastery of Chi and weaponry should be more than the East's *Dark Jung*. **\$24.00**

The World of Darkness: Gypsies The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernatural. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. **\$23.95**

The World of Darkness: Hong Kong Hong Kong, vibrant, and deadly. The mortal power structure isn't the only thing changed about this city. Under the cover of Chinese occupation, a myriad of supernatural powers vie for dominance. **\$29.00**

VAMPIRE NOVELS

3. On A Darkling Plane When an unknown enemy assails his people, Sinclair rouses himself to command the defence, only to discover that he and his clan are pawns in a contest that has been waged since the dawn of civilisation. And an unseen puppet master is willing to sacrifice every piece on the board in order to checkmate her opponent. Who is she? **\$9.50**

4. As One Dead In the shadows of Toronto, anarchy vampires live in a narrow zone of safety against the oppression of their Sabbat enemies. To them comes a saviour - a powerful ancient vampire urging them to rebel against the Sabbat's yoke - but can she be trusted? **\$9.50**

5. A Dozen Black Roses Deadwood is both a battleground and buffet table between two gluttonous vampires. But into this carnage walks Sonja Blue, a vampire hunter with a deadly secret, intent on destroying these fiends and cleansing the city. Hardcover novel. **\$30.00**

6. The Essential World of Darkness Contains five novels, including Vampire Diary, The Embrace, Shaman Moon, Lightning Under Glass, Except You go Through Shadow, etc. **\$25.00**

The Masquerade of the Red Death Trilogy

1. Blood War For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the Kindred tremble. **\$9.50**

2. Unholy Allies Only two people can stop the Red Death, Dire McCann and Alicia Varney. Racing against time they desperately need to find the one historian who knows the vampire's true identity. **\$9.50**

3. The Unbeheloned Despite McCann's and Varney's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organisations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world. **\$9.50**

Vampire: The Dark Ages

HORROR White Wolf have now released a new RPG - this time focusing on Vampires in the Middle Ages - a time steeping in tradition and fear.

VAMPIRE: THE DARK AGES RPG A complete RPG set at the close of the 12th Century in medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience & casual brutality. Life is cheap and for the taking, and few ginsay the right of the strong to subdue or destroy the weak. But it is also a time for terror for the Kindred. There are few places to hide from the sun & the torch, and the roads are made perilous by brigands and ravaging Lupines. It is an age of faith as well, and the lowliest peasant might hold in her heart the power to thwart even the mightiest vampire lord. From the Nile Delta to the Iberian Peninsula, from England to France, from Moslem Jerusalem to the Teutonic barbarisms of the Schwarzwald, it is an age of darkness lit by the flickering of torches. **\$44.95**

Book of Storytellers Secrets, Expanded rules, and 40 years of nights of Dark Medieval Europe. Wander the lonely nocturnal roads in service to the vampire princes - or become one yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assamite killers in the Holy Land. **\$24.00**

Clanbook: Cappadocian At long last, the secrets of the Cappadocians are revealed. Ultimately, they were wiped out by the Giovanni and are virtually unknown to the modern world. What is the truth of the Clan of Death, known only to the inhabitants of the Dark Medieval world? **\$19.00**

Clash of Wills The Earl of Galtrie lies on his deathbed and his lands hang in the balance. Fearing for his soul, he wills his land to the Church in exchange for absolution - or does he? Suddenly his son produces a will that makes his sole heir, and soon the player character is involved in a dark journey of mystery. **\$13.00**

Constantinople By Night Come to domed Constantinople, would-be heaven on Earth and wonder of the Dark Medieval world. Walk its torch lit streets and lavish bazaars. Indulge in the decadent pleasures of a thousand realms. Be on your guard, though, from dangers from Caine's children, and an impending invasion. **\$23.95**

Libellus Sanguinis Masters of the State. Includes vital information on the three clans of nobility, the Lasombra, Tzimisce and Venture; expanded discipline powers, new abilities and details on clan activities in medieval Europe, hints of secrets. **\$24.00**

Liege, Lord and Lackey Who would serve Cainites, the dread lords of the Long Night? The guide to introducing the members of a vampire's retinue into a chronicle. Info on mortals and ghouls, whom vampires need to survive in the Dark Medieval world, and rules for non-Cainite characters - you can play Vampire without being a vampire. **\$24.00**

The Long Night The Mind's Eye Theatre rules for Vampire: The Dark Ages. Includes everything needed to play in a chronicle set in the Dark Medieval world. **\$17.50**

Three Pillars Lords and ladies, abbots and nuns, serfs and guildsmen - the foundation of Dark Medieval society rests upon feudal obligation. How do Cainites reconcile this temporal hierarchy with their own society of the Long Night? **\$29.00**

Transylvania By Night A sourcebook depicting the classic

vampire country of Eastern Europe as it was during the Middle Ages. The denizens have known the tread of the Hun, the Roman, the Magyar, yet they stand defiant. A dangerous place. **\$29.00**

Transylvania Chronicles I: Dark Tides Rising To whom should a coterie lend its support: the monstrous Tzimisce, the murderous Tremere or the expansionist Venture? Or should the Cainites stake their own claim in Transylvania? **\$24.00**

Vampire: The Dark Ages Companion Welcome to the Long Night. Come and learn the secrets of an ancient race that comes alive after the last rays of the sun have fled the sky and that hides in the darkness or at the foot of the children's beds. Run with the Children of Caine through the moonless nights of Dark Medieval Europe. This compendium provides a plethora of new material for players and storytellers. New bloodlines so bizarre they failed to survive the inquisition's fires, details on Moors, Mongols, and neans, etc. **\$32.00**

Vampire: Dark Ages Dice Ten D10 dice with bag. **\$10.95**

Vampire: Dark Ages Storytellers Screen Four panel screen plus book of character record sheets. **\$17.95**

VAMPIRE: DARK AGES NOVELS

- 1. Dark Tyrants** Walk through the benighted lands of medieval Europe through this anthology of stories. Journey with vampires as they play their deadly, incestuous games of politics, war and blood. **\$20.00**
- 2. To Sift Through Bitter Ashes** Obsessed with acquiring the Holy Grail for the Lasombra clan, the vampire Montrovant sets out on a quest that pits him against the Knights Templar & the lair of an ancient Egyptian evil. **\$9.50**
- 3. To Speak in Lifeless Tongues** Montrovant hears that the Knights Templar are about to fall, so he sets off to the rescue, and on the way becomes embroiled with Santos, Kili Kodesh, an ancient Nosferatu, etc. **\$9.50**

Warhammer Fantasy

FANTASY Traditional fantasy setting - in fact, Games Workshop's Warhammer Fantasy world. Printed under license by Hogshead Publishing.

WARHAMMER FANTASY ROLE PLAY This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilised and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic, etc. **\$45.00**

Apocrypha Now Material collated from old WFR supplements and White Dwarf magazines. Includes optional rules, new magical gear, new scenarios and campaign ideas, new career types including Elven Wardancer, how to convert characters between WFR and WFBattles. 128 pages. **\$24.00**

Death on the Reik The sequel to *Shadows Over Bogenhafen*. Can be played as a stand alone adventure or as part of the Enemy Within Campaign. A seemingly simple man-hunt turns out to be far more complex and dangerous, and adventurers will be pitted against mutants, scavengers and desperate cultists, and eventually Chaos. **\$27.00**

Dying of the Light All new material. Marienburg, city of commerce, learning, superstition. The adventurers are sent there seeking a rare book, and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely. **\$24.00**

Doomstones Vol I: Fire & Blood A chance discovery in the mountains puts the adventurers on the trail of the legendary Orcish war-force, the Bloodaxe Alliance. They must retrace their last journey to find the powerful artefact, the Crystals of Power. Mystery & adventure! **\$35.00**

Doomstones Vol II: Wars & Death Reprints *Death Rock* and *Dwarf Wars*, and contains new material. Can be played as a sequel to *Fire & Blood*, or as a stand alone adventure. The player characters must follow a line of clues to track down four crystals with a terrible, dark secret, that have been cleverly hidden in a dwarven mountain. Mixes investigation, exploration and combat. **\$37.00**

GM's Screen & Reference Pack Four panel GM Screen and two 16 page booklets, one being a revised critical hit system, which will not be reprinted anywhere else; the other is a full index for the rulebook, a calendar for the game world, etc. **\$24.00**

Shadows Over Bogenhafen The enemies within the Empire. This book is a compilation of two old titles, *The Enemy Within* and *Shadows Over Bogenhafen*. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, religions, etc. **\$24.00**

Wasteworld

SCI-FI Set in Earth's dark post-holocaust future. By Manticores.

WASTEWORLD RPG With B&W and color artwork in the league of *Heartbreaker*. In the dark future of a dying earth five warrior civilisations prepare for the final conflict. In each mighty billion, technology is an ideology that shapes the destiny of nations. The enigmatic Machine Gods of Prometheus grant their followers the gift of bionics. The ever-reincarnating samurai defend their Shogun with swords of light. The Lords of Hydras defend their followers into super human soldiers, using the terrifying power of biotechnology. The decadent nobles of Ikarus descend from their flying city in razor-winged bat suits to prey on the lands below. The exiled aliens of Janus defend the world's last starport. A very, very dangerous world awaits you. 288 pages. **\$40.00**

Forceshield Your typical card GM screen plus a campaign pack which includes complete details of the nasty little town of Toxic Springs, a series of adventures, detailed encounter tables, optional combat rules, advanced psionic rules. **\$20.00**

Hydra The genclans reshape entire nations using the sinister secrets of biotechnology. They grant their followers superhuman powers, complete details of 12 genclans, complete section on biotechnology. The deadly Swarm and its warrior castes. **\$34.00**

The Shogunate The mightiest of the megacities. It is also on the verge of anarchy. Six brutal overlords prepare to lead their clans into civil war. The prize is the title of Shogun. Thousands of immortal samurai and deadly ninja prepare to battle using super weapons of great power. Includes a complete martial arts system, details Psyche temples, etc. **\$24.00**

Werewolf

HORROR Second in White Wolf's gothic-punk series. Here the players are werewolves, lupine outcasts who fight to defend their wilderness territory from the forces of the worm. By White Wolf.

WEREWOLF 2nd Edition Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictographic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. **\$49.00**

Axis Mundi: Book of Spirits Axis Mundi, the World Tree. The spiritual center of the world. The Garou know it well, for they must place themselves at the Tree, the centre of creation, to work their rituals. And in the branches and among the roots, the spirits await, to assist or punish. **\$28.95**

Bastet A Changing Breed book. Now the secrets of the elusive werewolves are revealed. Bastet presents a thousand challenges for running the Bastet as player characters. It also tells their history as they remember it. The Bastet aren't simply man-sized kittens with an attitude problem. They're supernatural creatures with a passion for riddles, a nose for trouble, and a hunger for life. **\$29.00**

Book of the Wyrms Detailed information on the Black Spiral Dancers, the hideous lost tribe of the Garou, subsidiaries of Pentex and their machinations, traits & rules for Banes, fomori, Incubae, etc. **\$23.95**

Chronicle of the Black Labyrinth A compilation of Wyrms lore, collected from eye witnesses throughout the ages, and presented in the same format as the Book of Nod. Terrifying Wyrms secrets are revealed here. **\$17.95**

Combat When diplomacy fails...not all conflicts are resolved with politics and manipulation. Survival is a tricky business, and the average denizen of the World of Darkness needs to know a thing or two about fighting. Details on dozens of martial art styles, melee weapons, supernatural powers, firearms, etc. Can be used with a World of Darkness RPG, not just Werewolf. **\$23.95**

Corax Tribebook If you want the dirt, they have it. If you want to know a nasty little secret about your enemy, ask the Corax. This Changing Breed book details the history, culture, and secrets of the Corax. **\$23.95**

Freak Legion Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the fomori: sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with terrible diseases. **\$23.95**

Kinfolk: Unsung Heroes Now players can explore what it is to be Kinfolk, the long-suffering mortal relatives of the Garou. Explore the drama of being a human fighting a werewolf's fight. Also has guidelines for creating kinfolk vampires, wraiths, mages, etc. **\$24.00**

Laws of the Wild Why should dead people get all the attention when it comes to live action? The Garou have a little problem with that notion. This is second edition live roleplay Werewolf. Leave your pencils and dice behind because it's time to get Wild with the last, best hope this planet has. **\$24.00**

Litany of the Tribes A compilation of three Tribe books: Black Furriers (their history & culture, 5 ready to play characters), Bone Gnawers (A bunch of down and outers, this tribe lives on the street in downtown, kicked around, abused, rejected, outlaws. But they stand up for the hobos and desolates who live on the streets), & Children of Gaia (who believe the Wyrms cannot be defeated with its own vices - they believe understanding and forgiveness will prevail), and the wraiths: secret info about these three tribes in the modern and wild west worlds. **\$32.00**

Litany of the Tribes Vol 2 Combines several out of print books. Fianna, Get of Fenris, and Glass Walkers Tribebook. For Werewolf and Werewolf Wild West. **Due June.** **\$32.00**

Midnight Circus A World of Darkness sourcebook. Come and visit Anastasio's carnival and circus, full of all kinds of freaks. Admission is a pittance, and the rides only cost a trifle, at first. **\$24.00**

Nuwisha Another Changing Breed book. Spotlights the werewolves, the tricksters par excellence of the World of Darkness. Learn their ancient tales, and the secrets they know about the approaching apocalypse. **\$19.00**

Outcasts: Players Guide to Pariahs Clanbook. Tribebook. Tradition Book. All in one. The Camarilla, the Garou Nation, and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, the Garou Ronin, and Magic Hollow Ones. **\$23.95**

Project Twilight The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of inept agents track down and hunt these vampires & werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? **\$18.95**

Rage Across Appalachia Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native Indians to resist the onslaught. **\$28.95**

Rage Across the World Now you can fight the war of the apocalypse from its earliest days. This book compiles two classics, Caerns: Places of Power, and Rage Across Russia. **\$31.95**

Rage Across the World Vol 2 The War of the Apocalypse rages across the globe as the Wyrms seek to destroy Gaia. This book includes *Rage Across Australia* and *Dark Alliance: Vancouver*. **\$31.95**

Red Talons We are wild, unconquered, and wild. Red Talons are different than all the Garou. We are not a balance between wolf and human. We are creatures only - born of wolves. We are unafraid to be animals. But the Red Talons are dying. We are so few now. **\$15.95**

Shadow Lords Tribebook. A backstabbing and stormy tribe from Eastern Europe. They believe they are the only true werewolves fit for survival. The book is filled with truths that the other tribes regard as lies. **\$15.95**

Silent Striders Tribebook. How can the other Garou ever understand? They take pride in their territories, defending them against all comers as if their own brothers and sisters were enemies. Only we, the exiles, dare to gather the secrets in the far corners of the world. In only they realised that the whole world stretches before them. **\$15.95**

Silver Fangs Tribebook. They are the heroes of Garou legend: the kings, the tsars, the champions. Once noble, they have now fallen into madness and arrogance, but with the coming of a new king, they have hope. **\$16.00**

Stargazers Tribebook. For millennia, they have pursued the Truth. Now they are in the final stages of their tribal journey, and the Answer may be within reach. **\$16.00**

Uktena Tribebook. The secretive Uktena have long been the keepers of the Garou's greatest mystic lore, but the knowledge they've earned demands a dark price. **May.** **\$16.95**

Warriors of the Apocalypse Includes Werewolf statistics for nearly all of the Garou found in the Rage cardgame, including backgrounds and personalities; information on the Wyrmspawn too, from fomori to Banes; and stats for famous Werewolf characters such as Lord Abrecht. **\$23.95**

Werewolf Chronicles Volume 1 Preserves the earlier, now out of print classic Werewolf sourcebooks, *Rite of Passage* and *Valkenburg Foundation*. **\$24.00**

Werewolf Chronicles Volume 2 Gets back to the roots of Werewolf with two out of print classics, *Ways of the Wolf* and *Monkewrench! Pentex* - a book on the lupus Garou and the worldly embodiment of their enemy, the Wyrms' Pentex. **\$24.00**

Werewolf Dice Includes 9 high-quality 10 sided dice, one Moon dice, and a dice tube. **\$12.00**

Werewolf GM Screen 2nd Edition The GM foldout screen & pad of tables, with adventures to help storytellers get started. **\$15.95**

Werewolf Players Guide 2nd Ed Packed with information on the Garou, their packs, moths, caerns, duels, new options for character creation. Also detailed are the other shapeshifters from the merciless weresharks to the sassy werewolves. **Hardcover.** **\$39.95**

Werewolf Storytellers Handbook With advice, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on Garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies

of the Garou, from urban horrors to native American monsters. **\$28.95**

Who's Who Among Werewolves: Garou Saga A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. **\$17.95**

WEREWOLF NOVELS

- 2. The Silver Crown**
The Silver Fangs king is dead, and of two contenders for the throne, one intends to hand the tribe over to the Wyrms. The other must find the Silver Crown to stop him. **\$9.50**
- 3. Call to Battle**
This is a RAGE card game novel. Jay Caldwell is trapped at a military school, estranged from his step-father, brutalised by his sadistic headmaster. Then he learns he is a werewolf, being secretly experimented with by a technomantic mage... **\$9.50**

Werewolf: The Wild West

HORROR Like Vampire spawned a historical version, *Vampire Dark Ages*, now Werewolf has gone back to its past. By White Wolf.

WEREWOLF: THE WILD WEST RPG A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wild was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. Garou fought Garou and death rode the swiftest horse of all. This is a complete RPG, containing everything you need to play the Garou of the Old West, whether Pure One or newcomer, human-born or wolf-born. Learn the secrets of the Bane-things that scuttled far below the ground, and dodge those hunters who know that your kind exists. This is a hardcover book. **\$45.00**

Ghost Towns Ghosts don't inhabit only desolate and deserted towns in the Savage West, they're everywhere! How to create haunted locales, plus five complete ghost towns. **\$24.00**

Werewolf: The Wild West Storyteller Screen Durable screen plus secret Storyteller-only stuff printed here so as to stay out of players hands, extra gifts, fetishes, etc. **\$25.00**

Wair-Rae

FANTASY By the authors of the Australian Realms magazine, this is a generic RPG supplement.

WAIR-RAE This is not a complete RPG. It is a sourcebook for using with other RPG systems. This is the first Unae sourcebook and tells the story of the elves of Wair-Rae who are driven by the ambition of mad High King Caernarou to achieve the prophesy of the Ansilae, a ten-thousand year old divine promise that the elves will inherit this world and ascend to paradise - over the dead bodies of millions of all the other races. Reveals the secrets of these elves, their history, their dominions, their faith, magic & future. **\$15.00**

The Whispering Vault

THE WHISPERING VAULT RPG A complete roleplaying game where beyond the realm of flesh is an unseen realm of essence where the dreaming spirits dwell. Slipping across the Rift between the Realms the unbidden indulge in their bloody passions in the world of men. The most resolute of those who oppose these renegades are chosen to serve a higher purpose as Stalkers - immortal guardians of the flesh. You play one of these Stalkers, supernatural entities with strange powers who pursue their otherworldly prey across time and space to the darkest corners of mankind's history. With simple game mechanics. **\$31.95**

The Whispering Vault GM's Screen The standard 3-panel GM Screen. **\$11.95**

Dangerous Prey know your enemy. Easier said than done when the foe is an inhuman entity possessed of powers and motivations no mortal could hope to comprehend. Only by transcending the flesh can the chosen earn the eternity necessary to taste the madness of the Unbidden. Explore the Lairs of the Architects, Weave Husks over otherworldly Minions, and do battle with 32 new Shadows. **\$23.95**

The Book of Hunts Contains six complete adventures, and also introduces the Crossroads to the Realm of Essence for the first time, a taste of what's to come in the world of Vault. One adventure includes man on the verge of discovering the secrets of the black hole - but some doors are best kept locked. **\$24.00**

Wraith

HORROR White Wolf's next instalment in their series of dark RPGs set in a near future - this one being Live Action Roleplay. In this one you play the role of a ghost. By White Wolf.

WRAITH RPG 2nd Ed A 292 page hardback book. Death wasn't the end. Death wasn't the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside your head telling you just to let go? Or do you still fight, still love, still feel the passion that won't let you rest? Oblivion's the easy way out. Life after death is hard. Choose. You have eternity to weight the consequences. This is not a game about death. It is a game about what comes after. **\$45.00**

Artificers Guildbook. Spirits in the Material World. "So, kid, you thought you were hot stuff on the nets while you were alive. Ever hack anything from the inside before? Didn't think so. Well, don't worry, back then you were only human. Now you're something else. See you on the inside!" Includes history of the guild, banishment, etc. **\$18.95**

Charnel Houses of Europe: The Shoah It makes me shiver when I think to recall what I saw of the Restless during the Second World War. There began to appear in the Shadowlands scores upon scores of wraiths, from the outer realms of Poland and Russia - whole families. They breached the Shroud naked, heads shaved, scarred and cut. And there was an abhorrence in the air when they came, a stink of burning. For over 18 years old only. **\$24.00**

Dark Kingdom of Jade The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as sundered by nationalism and conflict as are the troubled Skinlands, and terrors unknown in the sheltered halls of Stygia await unwary travellers. **\$23.95**

Dark Kingdom of Jade Adventures Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slaves. On the spectre-haunted streets of Hiroshima, a deadly race is run for the ultimate weapon in the wars of the dead. **\$23.95**

Guildbook: Haunters Even among the Restless Dead, there are some who are regarded as just a little...off. They make walls drip

blood, time double back on itself, and the living die of fear. Contains the mysterious link between the Haunters & the Wyl, Haunter recruiting practices - & no, they're not pretty; & new ways to torment the living. **\$19.00**

Guildbook: Masquers Why are the Masquers feared and misunderstood? Because they can change their faces in an instant, mold fearsome weapons from the plasm of their bodies, transmogrify other wraiths into tapestries...and yet, they all seem so nice. **\$18.95**

Guildbook: Puppeteers & Pardoners Learn why the masters of possession, the Puppeteers, are intent on sending hordes of Risen across the Shroud. Find out why the Pardoners are hiding in their basement, and why they play by the rules. **\$29.00**

Guildbook: Sandmen The Sandmen exist among dreams, and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can shape dreams as they like. They can tear a sleeping soul from its body, and the anguish doesn't always end when you wake. **\$18.95**

Guildbook: Spooks & Oracles Spooks like to break things, oracles don't. Spooks like violating the laws of the chance for the bodies don't. Spooks throw things around the real world, oracles are more refined. So why is everyone scared of oracles, and not scared of spooks? **\$29.00**

Haunts A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierarchy, Heretic, and Renegade Haunts, & rules to create new Haunts. **\$24.00**

Hierarchy The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierarchy has fostered an image of strength and invulnerability, power, and omniscience. These are the masks through which the Hierarchy looks out upon the Underworld. **\$19.00**

Love Beyond Death Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and those who risk the pain of loss for the chance for the bodies don't. Spooks throw things around the real world, oracles are more refined. So why is everyone scared of oracles, and not scared of spooks? **\$29.00**

Mediums A guide to mediums, those who speak with the dead. Includes rules on tips on these mortal characters. **\$24.00**

Midnight Express An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any destination in the Shadowlands. **\$18.95**

Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlanta in the Shadowlands, info on the Kindred for Vampires. **\$23.95**

Oblivion For Mind's Eye Theatre Death used to be the end. Not anymore. Now Oblivion lets you take Mind's Eye Theatre across the shroud into the lands of the Restless Dead. With rules for wraiths, mortals and Risen, rules for interactions with mortals, vampires and Garou. **\$28.95**

Shadow Players Guide Every wraith has his own personal whisper in darkness, telling him that it's a very good thing to be bad. They call this voice the Shadow, and every wraith must strive to resist its efforts to drag him down to Oblivion. This Shadow will urge the wraith to untold acts of depravity and evil until he is lost forever in the void. **\$29.00**

The Book of Legions From the soulforged monstrosities of the Machine Corps to the Beggar Lord's terrifying secret, from the Grim Legion's hidden war on the rest of Stygia to the origin of the Grim Legion. **\$29.00**

The Face of Death A large foolscap book full of morbid black and white art for the new Wraith game. **\$20.95**

The Quick & the Dead When the prey turns on the hunter...ever since the first dark discovery of its own mortality, humanity has been fascinated by the world of the spirit. There are those who would know more of the afterlife. These mortal pioneers of the spirit world search for the secrets of life beyond the grave. Yet knowledge is not all they seek. **\$18.95**

The Risen Here's what you've been waiting for. A guide to the Walking Dead, those who dare to take their bodies back from the embrace of the coffin. Included are the powers, limitations and history of the Risen, as well as the terrible secret that each revenant carries with her. **\$18.95**

The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths. **\$18.95**

Wraith Character Kit Includes a player's screen, character sheet, death certificate, & other insert items. **\$17.95**

Wraith Dice Includes 10 high-quality 10 sided dice, and a dice tube. **\$12.00**

Wraith Players Guide An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. With all new merits, flaws, arcanos, and abilities. **\$28.95**

Wraith Storyteller Screen 2nd Ed GM screen, sample Harrowings and storytelling suggestions, introductory chronicle, and additional game info. **\$18.95**

WRAITH NOVELS

- 1. Caravan of Shadows** While alive, Joey Castelo was a fiercely competitive boxer, though with few awards. Death, however, elevates his status in the ring. And being a wraith leads him deeper into the World of Darkness. **\$9.50**
- 2. Beyond the Shroud** Hardcover novel. David Robinson's life has taken several turns for the worse. First his daughter dies, then his marriage crumbles and his career falls apart. Then he is killed in a hit and run accident, and now he faces his most harrowing challenges as a wraith in the Shadowlands. And then he learns someone is out to destroy his wife... **\$34.95**
- 3. Death & Damnation** An anthology of stories about the society and culture of wraiths, beings who continue to exist even beyond the veil of death. 416 pages. **\$7.95**

Dark Kingdoms Trilogy

- 1. The Ebon Mask** Something truly evil is stirring. Something cunning and malign that threatens the living and dead alike. And Montrose is the only being with a prayer of stopping it. **\$9.50**

Zero

ZERO RPG These days it is rare to find a game with an original concept - but at last, this game has one. Even though a human, all your life you and your brothers and sisters have lived as part of the hive. Always, you are in complete harmony with those around you, linked telepathically in a warm fellowship of minds, nurtured by the powerful mental presence of Zero, your queen. Then suddenly one day, your contact with the hive consciousness is broken, and you feel alone, an outsider. Your brothers and sisters suddenly ignore you, and then live cybernetic soldiers are sent to kill you. Why? What happened to your contented life? Confused, you flee the hive, looking for other outsiders to join. Now you are a "rebel without a clue" so what on Earth will you do? Can you go up against Zero and survive? Can you reinjoin the hive? Why were you rejected? Also features heaps of stunning full color computer-graphic generated artwork. **\$40.00**

COMPUTER GAMES

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

The World War I

ADVANCED CIVILIZATION

AH
By Avalon Hill, this is the computer version of their famous boardgame. Traces the growth of civilization from 8,000 years ago to the present. Features complete player interaction, with combat totally dependent on player actions, there is no random element: 8 players can play via outline; there are three levels of AI, four variant options, dozens of different player combinations; you need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology, or in building your civilization; and there are of course calamities, earthquakes, famine, civil war, slave revolts, floods, barbarians, plague, and conspiracies of men! **IBM Requires: 486, CD-ROM, 8mbRAM, SVGA. Note new price! IBM - \$60.00**

ADMIRAL: SEA BATTLES

Mainstream
A time when pirates and rogues seized control of land ships. You will lead campaigns to rid the seas of these vermin and reclaim lost lands. Find out if these pirates are acting alone or under the direction of a rival country. Build forts for protection, and arm your ships to defend your homes against these marauding ships of the enemy. With 11 different sailing vessels from galleys to triple-decked battleships. Eighteen missions in three campaigns. Watch boarding actions, ship to ship combat, fort battles, etc. **IBM Requires: 286/333, 486/66, hard disk, 8mbRAM, SVGA, Win 95. \$80.00**

AGE OF EMPIRES

Microsoft
A Red Alert style game with a difference - this one is set in the historical ancient world! Command one of twelve mighty ancient civilizations, such as the Egyptians, Greeks, Persians, Assyrians, Hittites, Japanese or Babylonians. Each civilization has unique attributes based upon its history. Gamers choose from numerous technological paths to help lead their civilizations to greatness. From an economic path of farming and craftsmanship to a military route of archery and naval warfare - the technology tree is larger than one player could complete in one game. Can have random maps, has a built in scenario editor, play in real time, you can build infantry, warships, chariots, war elephants, archers, etc. Pass from the Stone Age to the Tool Age, Bronze Age and Iron Age. There are a range of single player and multiplayer missions. Damn good fun! **IBM Requires: 286/333, Pentium 90, hard disk, 10mbRAM, SVGA. \$80.00**
Prima's Unauthorised Guide to Age of Empires \$30.00

AGE OF SAIL 1775-1820

TalonSoft
Delivers an excellent blend of exciting real time 3D perspective naval combat with the pageantry and grandeur of beautifully rendered sailing vessels from the Tall Ships era. Take command of the greatest sailing ships in history, including the Victory, Constellation, Guerriere, Bonhomme Richard, Vegeance, Saratoga, etc. With a complete campaign game as Britain, Spain, France or USA. A complete scenario editor lets you treat the naval combat to your specifications. You can play head to head via modem or versus the computer. **IBM Requires: 486/66, 8mbRAM, Windows 3.1+, SVGA. \$90.00**

AIDE DE CAMP #2

HPS
At last! We have seen added hundreds of times to get in this wargame design kit. Any and all hex-based wargames can be entered and played on your personal computer using this wargame design kit. You create the symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operations. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. Note: you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement rules, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. **IBM Requires: VGA, 3.5" FDD, hard disk, 286+. \$99.00**

BATTLEGROUND: ANTIETAM

Talon
September 17, 1862, Sharpsburg, MD. A spectacularly rendered 3-D panoramic battlefield highlights this struggle, the bloodiest single day in American history. Provides many historical and "what if" scenarios detailing the momentous struggle along the banks of Antietam Creek. Lavish attention to detail, gorgeous 3-D graphics and full color re-enactment videos blend into an exciting extravaganza of true multimedia entertainment. Command the Union or the Rebels. Also features the Battle of South Mountain. **IBM Requires: 486/33, Win 3.1+, CD-ROM, 8mbRAM, hard disk. \$90.00**

BATTLEGROUND: Napoleon in Russia: Borodino

Talon
The sixth BATTLEGROUND title. After a series of indecisive battles and steady retreating in front of the advancing French, the Russian Tsar Alexander's army, poised on the outskirts of Moscow itself, turned and faced Napoleon for one final desperate battle. History comes alive as Marshall Kutuzov's Russian infantry doggedly defends the road to Moscow from onslaught after onslaught of Napoleon's massive Grande Armee! Conquers abound amidst this momentous struggle. Can you as the French take the Great Rebout from the Russians early enough to take advantage of it? Can you as the Russians hold your line intact long enough for the day to end in a stalemate? **IBM Requires: Win 3.1+, 486+, 286/CD-ROM, hard disk, 8mbRAM. \$90.00**

BATTLEGROUND: BULL RUN

TalonSoft
The seventh BATTLEGROUND game. Includes two complete battles. First Battle of Bull Run in July 21st 1861, which found J.E. Johnston's outnumbered Rebels fighting as a desperate delaying action versus the powerful Union army of Irvin McDowell. It was in this battle that General Thomas J. Jackson earned his famous nickname "Stonewall". And the Second Battle of Bull Run in August 28-30, 1862. During the following summer, Robert E. Lee lured John Pope's Union army into a deadly trap on the already blood-stained fields of Manassas. **IBM Requires: 486/33+, Win 3.1+, hard disk, 286/CD-ROM, 8mbRAM. \$90.00**

BATTLEGROUND: GETTYSBURG

TalonSoft
This is the 2nd title in Empire's magnificent "BATTLEVIEW" series of wargames which features a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement stand. Units are regimental, you can play the 1st, 2nd, 3rd day or the whole three day campaign. With extensive combat sound effects, video clips. Absolutely fantastic! **IBM Requires: Windows 3.1+, 386/33+, CDROM, 4mbRAM, SVGA, hard disk. \$90.00**

BATTLEGROUND: SHILOH

Talon Soft
The fourth game in this magnificent series of "BATTLEVIEW" wargames, which features a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement stand. This game covers the two days of April 6th and 7th 1862 when the Confederate Army under Albert Sidney Johnston launched a bold surprise attack on US Grant's Union Army. Multiple scenarios include the Surprise Attack, Hornet's Nest, and Pittsburg Landing. Features variable Command Control - the computer can control those parts of your army you don't want to command. **IBM Requires: Windows 3.1+, 386/33+, CDROM, 4mbRAM, SVGA, hard disk. \$90.00**

BATTLEGROUND: Prelude to Waterloo

Talon
Delivers both battles of Ligny and Quatre-Bras in the days preceding the epic battle of Waterloo. Can you lead Napoleon's French forces to victory at Ligny and Quatre-Bras effectively splitting the Anglo-Allied Armies to continue the conquest of his empire, or help the British and Prussian armies defeat L'Empereur and prevent his advance to Waterloo effectively ending his tyrannical rule? Features an "What If" scenario where you can control the computer where the computer can command some of your units. And, you can import your results into BATTLEGROUND Waterloo! **IBM Requires: Win 3.1+, 486/33+, 8mbRAM, hard disk, SVGA, 286/CD-ROM. \$90.00**

BATTLEGROUND: WATERLOO

TalonSoft
This is the most stunning and magnificent presentation of the Battle of Waterloo I have ever seen. The game features stunning new 3D approach to the battle, with 3D terrain showing woods, buildings, hills, valleys, streams, and 3D units of cavalry, infantry and artillery, in this case, arrayed in formation (not on movement stands). You can be Napoleon or Wellington and Blücher, and you can control all of your army or ask the computer to control any portion of it. You should see the French army in the process of attacking Hougoumont, with skirmishers advancing through woods, defenders behind the walls, artillery being brought up. **IBM Requires: Win 3.1+, 486/33+, CD-ROM, hard disk, 8mbRAM. \$90.00**

BUCCANEER

SSI
A 3D adventure game set in the 17th century Caribbean. Buccaneer offers high seas combat and elements of resource management. Choose a "cut to the chase" combat-only option, fight ship-to-ship, or watch as your crew boards enemy vessels to take them over, loot, and plunder. You can also choose to play the game by choosing the campaign option. To survive you'll have to obtain bigger and better ships, keeping crewhappy and loyal. Complete individual missions, fight and negotiate via way through 21 territories in the Caribbean. Capture enemy ships, plunder ports and towns. Network up to four players. **IBM Requires: Pentium 120, 16mbRAM, SVGA, hard disk, 486/CD-ROM IBM - \$50.00**

CIVILIZATION

Microprose
Still a game - I was even playing it yesterday. This is the classic game of ancient civilization through the corridors of time, from 4000BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. **IBM Requires: 486/25, CD-ROM, 4mbRAM. Special - \$25.00**
Civilization Strategies & Secrets Hint Book. \$30.00

CIVILIZATION II

MIC
This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color, there are heaps of new troop types and weapons such as elephants, archers, stealth fighters and bombers. AEGIS warships, there are more technologies to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are now pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, a nation in WW2. **IBM Requires: 486/33+, Windows 3.1+, 8mbRAM, SVGA, CDROM, mouse, hard disk. IBM - \$50.00**

CIVILIZATION II Official Strategy Guide CIV II hint book

SSI
Civilization Advanced Strategies CIV II hint book. \$27.00
Civilization II Scenarios 12 brand new scenarios, including after a world wide nuclear apocalypse, alien invasion, the American Civil War, etc. \$30.00
Civilization II Fantastic Worlds Magic and imagination rule in 15 new fantasy scenarios. Includes a world of dragons and goblins, a world where you play a dinosaur tribe, a world of Jules Verne, and Mars! **Requires as above. \$30.00**

COLONIZATION

MIC
Colonization from Sid Meier, who brought us Civilization. A story of discovery, exploration and territorial independence. Play the colonist, conquistador and diplomat facing the challenges and frustrations of building a new independent nation. Choose the European power you want to represent from France, Spain, Holland, or Britain, and use the wealth of the land to build up your population. Use deceit and force to outwit rivals. Use trade alliances to forge friendships and create new industries - all the while trying to hold back the possibility of revolt. With great graphics in the style of Civilization. **IBM Requires: VGA, CD-ROM. IBM - \$25.00**

FIELDS OF GLORY

MicroProse
An absolutely stunning and addictive game of the Battle of Waterloo in 1815, between Napoleon, Wellington and Blücher. You play with a 3-D angle of the game that lets you see all the troops standing in their colorful formations. Infantry stand in colorful columns, cavalry charge in colorful lines, and the cannons and horses and limbers are still shown when unlimbered. Cavalry form up in lines, and you can even see the plumes on hats, steel cuirassiers on French Cuirassiers, etc. You control thousands of troops in close-up conflicts, or on wider, more tactical views. You issue orders to your forces quickly and effortlessly with a point and click interface. **IBM requires: 386+, hard disk, CD-ROM, VGA, mouse, 4mb RAM. IBM - \$26.00**

FLYING CORPS Gold

Empire
Find out how it feels to fly and fight with the thrilling forerunners to modern fighter planes and experience the gritty reality of airborne conflict in WWI. Forget the luxury and equipment. In 1917, aerial combat was intimate, and the tools of the trade limited to a machine gun, nerves of steel, sharp wits and reflexes, and chutzpah. This WWI flight simulator features medium modeling, historical accuracy, breath-taking landscapes, authentic aircraft handling. Fly the Sopwith Camel, Nieuport Scout, Spad XIII, Albatross DIII and Fokker DRI Triplane. Believable computer controlled pilots with AI that learns and improves. You can customize the battle schemes on your squadron. Includes a Windows 95 mission editor so that you can create your own missions using the Western Front. Also can be played multiplayer. **IBM Requires: Pentium 133, 16mbRAM. \$85.00**

SID MEIER'S GETTYSBURG

Interplay
A beautiful 3D game of the battle of Gettysburg that shows why Sid Meier is perhaps the best strategy computer game designer. The appeal of the game even beats the BATTLEGROUND series, in my opinion, with stunning battlefields with rocks, trees and fences. Uses a brilliant and simple drag or click interface to give orders to your units, such as skirmish, maneuver, travel along road, wheel, advance, battle, etc. The game is real-time, but nothing like Command & Conquer. The morale and command system works like a dream. Famous units fight like wildcats, while run of the mill units can shatter like glass when mislaid. To win you'll need to develop historical tactics, executed correctly. Four scenarios plus the campaign. Lots of fun! **IBM Requires: Win 3.1+, Pentium 90, 16mbRAM, SVGA, 286/CD-ROM, hard disk. \$90.00**

GREAT BATTLES OF ALEXANDER

Inter
At last - a computer strategy game set in the ancient world! GMT's famous boardgame is now a computer game. Take command of the legendary armies of Macedonia. Conquer the rebellious Greeks, crush the defiant Persians, capture the crowns of kings and pharaohs to earn the most exalted title of all: Alexander the Great. Or, you can take the role of Darius, Menon, Cleitus, etc. There are ten different battles, which also link as a campaign. With 3D, real, detailed units of soldiers, horses, chariots, elephants which are completely animated. Solo and multiplayer. **IBM Requires: Win 95, 486/100, 16mbRAM, SVGA card, 286/CD-ROM, hard disk. \$50.00**

GREAT BATTLES OF HANNIBAL

Inter
GMT's famous boardgame system is now a computer game that recreates the wars between Carthage and Rome. Covers all of Hannibal's major campaigns and battles, from Spain to the gates of Rome. There are eleven different battles, which also link as a campaign. Also has a free placement mode, which gives you the ability to modify forces under your control for a "what if" scenario. With 3D, real, detailed units of soldiers, horses, chariots, elephants which are completely animated. Solo and multiplayer. **IBM Requires: Win 95, Pentium 90, 16mbRAM, SVGA card, 286/CD-ROM, hard disk. \$80.00**

HISTORY OF THE WORLD

AH
Avalon Hill's best selling boardgame of strategy and world conquest now available on computer. It took the Pharaohs a lifetime to build the pyramids. Entire dynasties rose and fell before the Great Wall of China was completed. Yet these and other monumental tasks unfold before your eyes against the panoramic background of the rise and fall of the world's greatest civilizations won by men in arms ranging from ancient Sumerian charioteers to the Kaiser's stormtroopers. But used to explore runs through seven Epos - from the September 1940, the British coastal radar reports the Luftwaffe's attack on Heilmis coming from the south heading for London. Another burning of German

computer players. **IBM Requires: 486/33, 286/CD-ROM, 8mbRAM, SVGA. \$70.00**

IMPERIALISM

FrogCity
Build a nation - conquer the world! Starting in the early 1800s. Combining elements of resource management, economic trade, exploration, diplomatic maneuvering and military conquest, Imperialism challenges you to attempt what few in history have dared - to unify the world under one leader. With a dynamic economic model, use diplomacy, foreign trade partners; cabinet ministers offer advice, sophisticated AI provides and maintains a unique strategic personality for each of the major powers; random maps and scenarios; victory levels, etc. **IBM Requires: Pentium 75, 16mbRAM, Win 95, SVGA, 486/CD-ROM. IBM - \$50.00**
Imperialism Hint Book The official Strategy Guide. \$30.00

KINGMAKER

AH
Avalon Hill's famous boardgame is now available as a solitaire computer game, with high quality digitized graphics, digitized speech, icon-based interface, infinite replayability and adjustable difficulty levels. The game is set in England during the War of the Roses in the 1400s, a realm ravaged by intrigue and anarchy, as different houses and families supported various contenders for the throne. You cast your support for one of the claimants to the throne, and then do all you can to get him on the throne. Includes family trees, tactical battles to fight that have the feel of a miniatures game; a strategic map on which to maneuver your armies and gather taxes, etc. **IBM requires: mouse, VGA, hard disk, CD, MS-DOS 5.0 or higher. Note new price! IBM - \$70.00**

LORDS ROYAL COLLECTION

Sierra
Contains three complete games: *Lords of the Realm I*, *Lords of the Realm II*, and *Lords of the Realm III Siege Pack*. **IBM Requires 486/66, 8mbRAM, hard disk, CD-ROM, SVGA. \$90.00**

MACHIAVELLI

MIC
Machiavelli stunned the world with his brutal analysis of power politics in government and religion. Now you can use those same devious strategies to conquer your rivals in this addictive simulation of 14th Century political life. You'll trade goods with over 40 cities, you'll manipulate political and religious institutions through bribery, slander, and assassination. You'll field mercenary armies capable of crushing your enemy on medieval battlefields. Compete against computer opponents or up to 3 humans via modem. Winning is a matter of strategy, shrewdness and clever deception. **IBM Requires: 386+, 4mbRAM, SVGA, CDROM, hard disk. Special - \$20.00**
Machiavelli Hint Book \$30.00

RED BARON II

Sierra
1916. The world is at war. All eyes fix on the few, brave young men who pilot the new flying machines in the dangerous dawn of aviation. From raging dogfights high above the clouds to deadly strafing runs along the war-torn country side. With user definable difficulty levels, fly single missions or campaigns from 1916 to 1918; over 40 unique aircraft types with 22 different planes that you can fly; a great mission builder, a system that recreates the skills and tactics of historical and non-historical pilots, and no two missions are ever alike. Game play graphics are absolutely stunning. You can even design your own camo schemes. **IBM Requires: Win 95, 486/CD-ROM, 16mbRAM, Pentium 133, SVGA. \$90.00**

RISK

Hasbro
The all-time favorite board game has now become a computer game. Set in 1812 where you as a general such as Napoleon lead a giant force of battle hardened men as you begin your campaign by seizing territories, reinforcing battalions, and doubling your armies with allies and enemies. Features 2 CDs so that you can play via network, more than 20 different battle scenarios; two game variants including the Classic and the Ultimate version with advanced options; up to 8 players, computer or human; five different maps; Classic, World, European, Asian, American; interactive battle scenes. **IBM Requires: Win 95, CD-ROM, 8mbRAM, \$70.00**
SVGA, hard disk. \$70.00

SEVEN KINGDOMS

Imagic
A Red Alert style game. Enter the world of Seven Kingdoms, a world of intrigue and diplomacy, of trade, conquest and espionage. Take control of any of seven emerging civilizations: Chinese, Persians, Japanese, Greeks, Normans, Vikings or Mayans. Begin with a single modest village under your command, and an entire world to be conquered by force of arms or guile or persuasion, awaits you. Features spies, mining, markets, trade routes, technology, etc. Features stunning 800x600 SVGA graphics, fantastic monsters and might gods, battles by land or sea, random events such as earthquakes, etc. **IBM Requires: Win 95, Pentium 90, 16mbRAM, 800x600 SVGA, hard disk. IBM - \$80.00**

STRATEGY GAMES OF POWER & GLORY

Sierra
Contains three complete games: *The Rise and Rule of Ancient Empires* where you play a nation such as Egypt, Greece, Persia or China; *Mission Force Cyberstorm*, which is a BattleMech based hexed based game; and *Caveat II*, where you are the Governor of a Roman province. **IBM Requires: 486/66+, 8mbRAM, 286/CD-ROM, SVGA. \$50.00**

The Rise & Rule of Ancient Empires

SIE
Seize power and glory as the leader of one of six ancient empires, each with a unique legacy of cultural, scientific and military achievement: Egypt, Greece, Mesopotamia-Persia, Northern Europe, China and India. Explore your surroundings, and expand your borders. Construct cities in the spectacularly rendered architectural style of each culture. Control your empire's military and domestic production, and conquer neighboring cities. Multiply play via modem or network. Random world generator. With stunning graphics of the cities you build, religious temples, and exploration. **IBM Requires: 486/33+, Win 3.1+, 8mbRAM, CD-ROM, SVGA. \$40.00**

THE SETTLERS II Gold Edition

BlueByte
A very popular detailed and humorous economic simulation, beginning with a shipwrecked Roman crew who make their way onto a seemingly deserted island. Now food and building materials must be developed; construct gold, coal, iron and granite mines. Cultivate the land, build farms, but watch out for Vikings, Nahuans, etc. This Gold Edition includes the game plus the Mission CD, World Atlas, and 130 free maps. **IBM Requires: 486/66, CD, 8mbRAM, 286/CD-ROM. \$50.00**

TWENTY WARGAME CLASSICS

SSI,SSG,IMP
This is the bargain of the year. Twenty great wargames by SSI, SSG and Impressions all in one box! The retail value is around \$1,300! The games from Impressions are: *D-Day: The Beginning of the End*, *Conquest of Japan*, *Global Domination*, *When Two Worlds War*, *War of Success: Descriptive Battle of the American Civil War Volumes 1, 2, & 3*, *Gold of the Americas*, *Reich for the Stars*, *Worldwide and Battlefront*, and *From SSI are Battles of Napoleon*, *Carrier Strike*, *Sea, Land and Air*, *War of Aragon* (will use the same engine as the other wargames), *Pacific War*, *War in Russia*, *Wargame Construction Set II: Tanks*, *Clash of Steel*, *Conflict Middle East*, *Conflict Korea and Pincer General*. **IBM Requires: CDROM, 386+, 2mbRAM, hard disk with 60mb Free, VGA, mouse. \$60.00**

DEFINITIVE WARGAME COLLECTION 2

SSI etc
This huge four CD set has everything a wargamer could want - a dozen hard to find historical and hypothetical wargame classics, being *Harpur II with BattleCrest 2 & 3*, *V For Victory Utah Beach*, *V For Victory Market Garden*, *Genhis Khan II*, *Romance of Three Kingdoms*, *Operation Europe: Path to Victory*, *Steel Panthers*, *Pincer General*, *Wargame Construction Set II: Tanks*, *Clash of Steel*, *High Command* and *Command HQ*. **IBM Requires: 486/33, CD-ROM, 8mbRAM, hard disk, SVGA. \$60.00**

WOODEN SHIPS & IRON MEN

AH
This is a stunning it took my breath away. Ship to ship combat features beautiful SVGA woodcut style ships (over 130 different ships from 1775-1815) sailing in formation with billowing sails, with zoom in and out, and for boarding actions and checking the condition of the ships is a stunning deck view showing cannons and crews in action. There are 18 historical ship to ship and fleet combats, a campaign game, and you can design your own scenarios. You can play solitaire against the computer, head-to-head with a friend on the same computer, or via E-mail. **IBM Requires: 486/66, 8mbRAM, SVGA, hard disk, CD-ROM. \$70.00**

World War I

ACES

Sierra
A compilation of six of histories great battle simulators. Includes *Red Baron*, WWI aircraft, *Aces over Europe*, during WWII, *Aces of the Deep*, containing a story in WWII, *Aces of the Pacific*, WWI Pacific Theatre aircraft, *Aces of the Trenches*, modern fighter simulator, *Aces of the Sky*, a modern fighter combat. **IBM Requires: 486/66, 8mbRAM, SVGA, 286/CD-ROM, hard disk. \$75.00**

ACHTUNG SPITFIRE

AH
Computerized version of the Avalon Hill boardgame London's Burning. It is September 1940, the British coastal radar reports the Luftwaffe's attack on Heilmis coming from the south heading for London. Another burning of German

With 25 aircraft types, film footage, dozens of dogfight missions, combat missions, and tours of duty. 5 levels of difficulty. **IBM Requires:** Win'95, 486/66, 8mbRAM, hard disk, CD-ROM, SVGA. **\$80.00**

ALLIED GENERAL

The sequel to *Panzer General*, now you become an Allied General. Success depends on your effectiveness as a leader. Play these campaign games as an American, British or Soviet General against the German army. Or choose from over 35 scenarios that let you play as either the Allied or Axis side. And several what-if scenarios include Churchill's never-the-less reality of Norway, Operation Jupiter. Watch your forces improve with each victory. Use new troop types such as Finnish Ski Troops. Units include anti-aircraft, air-defense, anti-tank, artillery, forts, infantry, recon, tanks, trucks, aircraft, naval. In each there is a large variety of skill levels and experience. There are many different types of tanks, such as Panthers, Hummel, Wespe, Tiger II, etc. **IBM Requires:** 486/66, 8mbRAM, SVGA, CD-ROM, Windows, Playstation **\$80.00** IBM - **\$50.00**

ARDENNES OFFENSIVE

SSI/SSG
SSG and SSI have combined to bring us this new game. On December 16th 1944, the Wehrmacht launched a furious surprise attack against American forces in the Ardennes. As overcast skies grounded Allied air cover, 24 German divisions hammered at the Americans along a 60-mile-wide front, driving 45 miles deep into the American lines. With highly detailed SVGA graphics, extensive on screen help and information including a detailed order of battle, a full tutorial scenario and an equipment encyclopedia. There are 100 different scenarios or the complete campaign, features three levels of difficulty, network or modem head-to-head. **IBM Requires:** Pentium 90+, Windows '95, CD-ROM, 8mbRAM, hard disk. **IBM - \$50.00**

BATTLEGROUND: DELUXE BULGE

TalonSoft
This looks absolutely fantastic, as it introduces a whole new visual approach to the "Battle of the Bulge" scenario. This 3D approach to the battle, with 3D terrain showing forests, hills, valleys, and 3D units of tanks, infantry and guns, each based on small movement stands. With this game you relive the Battle of the Bulge, each "hex" is 250 meters, you use a simple point and click interface, you can play against the computer or a human, there are heaps of historical scenarios, there is a full feature scenario editor, and extensive combat sound & video clips. With new scenarios. **IBM Requires:** Windows 3.1 or '95, 386DX33+, SVGA, 2X CDROM, hard disk. **\$90.00**

CLOSE COMBAT: A Bridge Too Far

MicroSoft
Advanced Squad Leader for your computer! A real-time, historically accurate World War II strategy game that puts you in command of either the Allied or Axis forces during the epic Operation Market Garden battle in Germany controlled Holland. Includes a Battlemaker, which lets you make your own scenarios, adds a new strategic layer to challenge players to out-think their opponents in the war room, true line of sight and line of fire replicates fog of war; limited amounts of ammo, dynamic deployment allows you to remain ground captured or be pushed back and forward across the same battle map; etc. More than 130 infantry and vehicle troop types. You can play as a human, there are heaps of historical re-inforcements, and when they get them. **IBM Requires:** Win'95, 16mbRAM, SVGA, 4spCD-ROM, Pentium 90. **IBM - \$89.00**

CONQUER THE SKIES

MicroProse
Includes four best-selling flight sim games, including Falcon 3.0, Gunship 2000, 1000 The Pacific Aces, and 1000 The Pacific Aces. **IBM Requires:** 386/66, 4mbRAM, 2spCD-ROM, VGA, hard disk. **\$50.00**

COUNTER ACTION

Mindscape
Red Alert meets World War II combat! Prepare yourself for the first WWII real time combat game, set on the Russian front. With 28 individual missions playable from either the German or Soviet side, has 19 authentic unit types including infantry, tanks, AT weapons, heavy artillery, APCs, AA guns, coastal artillery, Katyusha missile launching platforms, etc. No complicated menus and options. Destroy buildings, gun emplacements, etc. Stunning overviews of the battlefields. Tanks include T-36, T-76, T-80, T-90, T-100, T-110, T-120, T-130, T-140, T-150, T-160, T-170, T-180, T-190, T-200, T-210, T-220, T-230, T-240, T-250, T-260, T-270, T-280, T-290, T-300, T-310, T-320, T-330, T-340, T-350, T-360, T-370, T-380, T-390, T-400, T-410, T-420, T-430, T-440, T-450, T-460, T-470, T-480, T-490, T-500, T-510, T-520, T-530, T-540, T-550, T-560, T-570, T-580, T-590, T-600, T-610, T-620, T-630, T-640, T-650, T-660, T-670, T-680, T-690, T-700, T-710, T-720, T-730, T-740, T-750, T-760, T-770, T-780, T-790, T-800, T-810, T-820, T-830, T-840, T-850, T-860, T-870, T-880, T-890, T-900, T-910, T-920, T-930, T-940, T-950, T-960, T-970, T-980, T-990, T-1000, T-1010, T-1020, T-1030, T-1040, T-1050, T-1060, T-1070, T-1080, T-1090, T-1100, T-1110, T-1120, T-1130, T-1140, T-1150, T-1160, T-1170, T-1180, T-1190, T-1200, T-1210, T-1220, T-1230, T-1240, T-1250, T-1260, T-1270, T-1280, T-1290, T-1300, T-1310, T-1320, T-1330, T-1340, T-1350, T-1360, T-1370, T-1380, T-1390, T-1400, 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T-2660, T-2670, T-2680, T-2690, T-2700, T-2710, T-2720, T-2730, T-2740, T-2750, T-2760, T-2770, T-2780, T-2790, T-2800, T-2810, T-2820, T-2830, T-2840, T-2850, T-2860, T-2870, T-2880, T-2890, T-2900, T-2910, T-2920, T-2930, T-2940, T-2950, T-2960, T-2970, T-2980, T-2990, T-3000, T-3010, T-3020, T-3030, T-3040, T-3050, T-3060, T-3070, T-3080, T-3090, T-3100, T-3110, T-3120, T-3130, T-3140, T-3150, T-3160, T-3170, T-3180, T-3190, T-3200, T-3210, T-3220, T-3230, T-3240, T-3250, T-3260, T-3270, T-3280, T-3290, T-3300, T-3310, T-3320, T-3330, T-3340, T-3350, T-3360, T-3370, T-3380, T-3390, T-3400, T-3410, T-3420, T-3430, T-3440, T-3450, T-3460, T-3470, T-3480, T-3490, T-3500, T-3510, T-3520, T-3530, T-3540, T-3550, T-3560, T-3570, T-3580, T-3590, T-3600, T-3610, T-3620, T-3630, T-3640, T-3650, T-3660, T-3670, T-3680, T-3690, T-3700, T-3710, T-3720, T-3730, T-3740, T-3750, T-3760, T-3770, T-3780, T-3790, T-3800, T-3810, T-3820, T-3830, T-3840, T-3850, T-3860, T-3870, T-3880, T-3890, T-3900, 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26 - Computer Games

fifteen missions you encounter during the game lead you through the realistic scenarios which could be taken from tomorrow's headlines. Many of the threats you face are real; some threats are hypothetical. All of them are dangerous. **IBM Requires:** Pentium 60, Win'95, SVGA, 8MiB RAM, hard disk. **\$50.00**

SU 27 FLANKER COMMANDER'S EDITION **SSI**
From Russia comes the definitive military flight simulator. The first flight sim to fly under state-of-the-art Windows 95 technology, this is a power mission editor that lets you do everything from single training missions to planning and executing full campaigns. With detailed briefing/debriefing, this is reputed to be the most realistic flight sim ever for the PC. **SU 27 Flanker Mission Disk** includes 150 new missions, a new 16 player multiplayer capability over local area networks, significant enhancements to enemy AI, extended mission editor. **IBM Requires:** 486/66, 8MiB RAM, 1InkSVGA, hard disk, 2pCD-ROM. **\$50.00**

USNF'97 US NAVY FIGHTERS **EA**
Jane's Combat Simulations presents the '97 version of the best selling flight sim. US Navy Fighters '97 features refined 3D shapes and terrain textures, multiplayer gaming, and complete Jane's reference manual on all USNF aircraft. This new version combines the original USNF data and a Vietnam campaign. With 15 powerful aircraft at your command, including the F/A-18 Hornet, the Sea Harrier, and the venerable F-4 Phantom II, you'll be armed for missions of the toughest air combat in modern history, also F-4D Phantom, F-8E Crusader, MIG-17 and MIG-21F. Lead realistic air and ground missions against North Vietnam in an historical campaign based on actual US carrier operations. **IBM Requires:** Win'95, Pentium 90, hard disk, 4Speed CD-ROM, 16MiB RAM. **\$30.00**

Science Fiction

3D REALMS BONUS PACK **Various**
Five complete games, including William Shatner's *Tekwar*, a sci-fi Doom-style game set in the near future, *Realms of the Hunting*, a 3D world adventure where a remote Cornish village is invaded by demons; *Normality*, where you must explore a vast 3D world; *Wolfenstein*, a sci-fi adventure; *Corridor 7* and *Operation Body Count*. **IBM Requires:** 486/66, 2pCD-ROM, SVGA, 8MiB RAM, hard disk. **IBM - \$60.00**

7th Legion **EMG**
Centuries ago, the Chosen abandoned a dying Earth. Now they're coming back... and they are in for a rude welcome. An absolutely stunning graphics game featuring real-time action/strategy focusing on battle rather than micromanagement, from 1-8 human players, nine missions and full, progressive tech levels, 26 different attack units can be fielded, battle cards enable awesome global attacks and tie off battles, intense cinematic cut-scenes, 400 massive missions including indoor and night scenarios, multiplayer or head to head via modem. **IBM Requires:** Win'95, 16MiB RAM, Pentium 100+, CD-ROM. **\$85.00**

ALIEN ARCADE ATTACK PAK **Various**
Four games in one box: *Reloading*, where you blast your way through 6 blood soaked worlds to inflict revenge on CHER; *Sandworms*, a fantasy set in ancient Egypt where you fly huge landships; *Chromomaster*, a future where magic and science co-exist; and *Witchaven*, a fantasy Doom style game. **IBM Requires:** Pentium 75, 2pCD-ROM, SVGA, 8MiB RAM. **IBM - \$60.00**

ARMOR COMMAND **Ronin**
A sci-fi tank simulator and strategy game. Multi-perspective design - in-your-face third person perspective immerses you into the action, also has top-down views to give strategic commands on your forces, and you can zoom and pan around the battlefield from any angle. With two full scale campaigns with stunning cut-scenes for a total of 44 missions and over 60 hours of gameplay. Brave harsh terrain conditions, including weather, lava, ice, desert and acid while extracting rich resources from lost planets. Utilize precious minerals to build a variety of vehicles and buildings - scouts, light and heavy tanks, helicopters, elite upgrade shields, armor, speed, stealth, etc. You can play as human or alien. Can be played multi-player. **IBM Requires:** Pentium 90 with 3D accelerator 2mb card or Pen 166, Win'95, 95, 4pCD-ROM, 16MiB RAM, hard disk, SVGA. **IBM - \$80.00**

BATTLECRUISER 3000 **GameTek**
A spaceflight simulator, conquest and exploration supergame. Combines strategy, space combat simulation, management, all in an exquisitely detailed and expansive 3D universe. You command a mighty battleship, part battleship, part carrier, part explorer - all muscle! With a crew of 75, four Interceptor fighters, and an awesome array of weaponry, you take the controls of the battleship to carry out GALT's orders. With the most cinematic cut-scenes, a net based AI system developed for a game, 13 alien nations, 25 star systems with over 200 planets, over 40mb of digitised speech. **IBM Requires:** Pentium, CD-ROM, 8MiB RAM, SVGA. **\$90.00**

BLADE RUNNER **Westwood**
Immerse yourself in the dark, gritty world of Los Angeles 1949, where you become the hunter and the hunted. Groundbreaking real-time story structure creates a unique experience every time you play. Stunning visuals, as well as atmospheric smoke, fog, fire, and rain that effect your character in real-time. Four other worlds with 100 interactive environments including rain, wind, smoke, and fog. Interact with over 70 characters with their own agendas. **IBM Requires:** Win'95, Pentium 90+, 16MiB RAM, 4pCD-ROM, SVGA, hard disk. **\$90.00**

BABYLON 5 SCREEN SAVER Shadow Wars **SS**
The other B5 screen saver has sold out, but a new limited edition pack has come out, and we still have stocks. This all new limited edition CD-ROM packs a vast collection of multimedia clips, 75 wallpaper screens, icons and animated cursors, plus a multi-level arcade style shoot 'em up where you control a Starfury in a game like *Space Invaders*. **IBM Requires:** 486/33, Win 3.1+, 8MiB RAM, 2pCD-ROM, SVGA. **\$40.00**

CHASM The Rift **DI**
A Quake-style game. Prepare for terror in this gripping 3D action shoot'em up. Following the destruction of Time you are left to battle in this horrific hellhole of multi-level interconnected missions populated by gruesome mutating creatures. Your goal is to demolish the time channels and rid the earth of these deadly beasts. With spectacular effects including rain, wind, dust, sparks, explosions, Hi-Fi level edited audio and 3D stereo object-linked surround sound. **IBM Requires:** 486/100+, 16MiB RAM, CD-ROM, SVGA. **\$60.00**

COMMAND & CONQUER + Covert Ops **Westwood**
This game has received rare reviews, and for good reasons. It plays like a science fiction version of *Warcraft* but with heaps of cinematics conjuring together the missions and battles. The game revolves around the Global Defense Initiative as they attempt to stop the Brotherhood of Nod, a group of terrorists, from taking over the world. You command and better your bases, unite or divide your forces, develop and utilise guerrilla tactics, all combat is real-time. There are heaps of weapon types, great sound, & 60 minutes of cinematics. *Covert Operations* includes 15 new missions and 10 new multi-play battle arenas. Missions are not sequential, you can play the missions in any order you desire, 8 missions are NOD, 7 are GDI. There are seven new audio tracks. **IBM:** 486+, CD-ROM, 8MiB RAM, VGA, IBM - \$50.00
Command & Conquer for Windows New Windows 95 features include Internet head to head, SVGA graphics, screensavers, smooth scrolling screen, see four times the battlefield/new screen sidebar. **Requires:** Pentium, Win'95. **\$75.00**
Command & Conquer for the PlayStation with 6 new levels. **\$55.00**
Command & Conquer Hint Book **\$40.00**
Command & Conquer Add On for *Command & Conquer* and *Warcraft II*, 1,800 new levels! Plus, cheats, editors, weapons, patches, utilities, network maps, equities as per said games. **\$40.00**

RED ALERT This is a complete game, the sequel to C&C. Dark experiments have permanently altered time. Or have they? Soviet tanks crush city after city while Allied cruisers shell bases. Spies lurk, land mines wait, and strange new technologies are being developed for ultimate control. We did it! We have new units and structures to choose from including MIGs, spies, destroyers, submarines; create battleships with new terrain editor, over 40 missions to play and dozens of multiplayer maps. Three game difficulty settings, battleships are twice as large, dozens of close-ups and cut-scenes. **Requires:** Pentium 75, 8MiB RAM, CD-ROM, SVGA, hard disk. **Playstation - \$90.00 IBM - \$80.00**
Red Alert: The Collectors Pack Contains Red Alert, Red Alert Audio, T-Shirt and Poster. **\$90.00**
Prima's C&C Red Alert Secrets & Solutions Unauthorised Hint Book **\$30.00**
Red Alert Counterstrike The official expansion. Features 16 new missions, over 100 new multiplayer missions, new units including Tesla tanks, Elite Super Soldiers, Wonder Dogs, Superjets; the key to unlocking giant air missions, new music, 3 difficulty settings, etc. **\$40.00**
Are You Ready? *The Ultimate* set up for Red Alert. Extra levels, patches, maps, cheats, scenario's sounds, levels, tips and tricks - it's all here. **\$40.00**
Red Alert: The Aftermath An official add-on. With new Allied units that include stealthy Chromotanks, anti-repairing field mechanic, explosive demolition truck, new Soviet units include a formidable Tesla tank, a sea land missile submarine, electrifying shock troopers, 18 new missions, 100

new multiplayer maps, some being twice the size. **\$30.00**
Ace's Revenge A whopping 2,000 level maps for *Red Alert*. **\$30.00**
Combat Crusader Has 12 original new missions made by players, for players. Play any mission in any order. Battle with a computer controlled ally, and more than 500 level maps, for *Red Alert*. **\$40.00**

CONQUEST EARTH **Eidos**
A *Red Alert* style game. In 1997 the NASA space probe Galileo plunged into the atmosphere of the great gaseous giant Jupiter. But the aliens living on Jupiter saw this as an act of war, and decide to wipe out the humans living on the poisonous Oxygen based world, Earth. You can play as Earth or Jovians, each race with different units and strategies, realistic fighting affects, stunning explosions, night missions, damage to buildings and terrain, non-linear gameplay. Can be played over a network. **IBM Requires:** Pentium 90, 16MiB RAM, SVGA, 4pCD-ROM. **\$89.00**

DARK COLONY **Take2**
A sci-fi based real-time strategy game in the vein of *Red Alert*. It has been 200 years since man reached Mars. Now corporations battle over habitable systems with each other and aliens. Defend against all enemies, alien or domestic. Features UFO motherhips dropping facility upgrades, the ultimate ground assault warriors, realistic destruction - massive fiery explosions send units rolling, disintegrating, even dissolving. Fire and smoke have a realistic, translucent look; 3D graphics there are 50 mini-quests with multiple solutions that take you through devastated wastelands. A meticulous turn based combat system lets you wound, cripple or kill. You can make your own character. Improve your characters skills through play. When you interact with other characters in the game, they will remember your attitude in later meetings. If you insult someone, don't expect them to be nice to you later. **IBM Requires:** Pentium 50, 1InkSVGA, 16MiB RAM, 2pCD-ROM, hard disk. **IBM - \$50.00**

DARK EARTH **MicroProse**
A real-time graphic adventure. Earth is a dark world. Dust and debris chokes the air and your flesh is being attacked by a deadly virus. Poisonous clouds drift across the black sky; animal and plant life has all but died out. In this unforgiving landscape you must uncover a secret and help restore the one thing that can save all humanity - Light! Fight treacherous, greedy and bizarre characters in fully controlled combat. 100 unique characters, 26 minutes of video scenes, 260 rendered camera views. Easy to control character movement, combat, conversations, and inventory management. **IBM Requires:** Win'95, Pentium 75, 4pCD-ROM, SVGA. **IBM - \$90.00**

DARK FORCES - STAR WARS **LUC**
DOOM meets Star Wars! And the result is nothing serious. With graphics and world details the equal of *Doom*, and sound effects that are superior, this game is already extremely popular. You play the part of a mercenary working for the Rebel Alliance, trying to track down the Empire's latest doom weapon - an army of cybernetic doomday warriors. You have to infiltrate many Imperial bases, blow through sewers, fight battles with Stormtroopers, automated defense droids, aliens, etc. as you try to stop this latest Imperial strategy. The game is difficult, with more to do than just explore and shoot everything that moves. In one mission you have to find and switch on a generator so that power is restored to automatic sensors, before you can achieve the objective. But if you find the game too hard, there are heaps of cheats on the bulletin boards. There are around nine different weapons, including hand grenades, blasters, rocket launchers, etc. Good fun! **IBM Requires:** 486/33 + 2 mb RAM, CD-ROM, VGA, hard disk. **IBM - \$40.00**
MAC - \$40.00
PlayStation - \$90.00

DARK REIGN **Activision**
This is one of the best looking *Command & Conquer* style games. A colossal war between the Imperium and the Freedom Guard is annihilating your world. To save your civilization you must enter the heart of an empire at war. Vanquish both military powers and alter the destiny of a galaxy. With stunning graphics, you create missions and maps easily. The AI is highly responsive and unpredictable, command over 35 units such as suicide bombers, hostage takers, saboteurs, etc. Head to head modes, or up to eight players on a network; units travel slower uphill and faster on roads; you can set waypoints, units can hide in ravines and underground. **IBM Requires:** Pentium 90+, 16MiB RAM, 2pCD-ROM, hard disk, SVGA, Win'95. **IBM - \$50.00**
Dark Reign Unauthorised Game Secrets Hintbook. **\$30.00**

DEADLOCK II Shrine Wars **Accolade**
Build an empire, dominate a world. This is an exciting game of strategy, resource management and conquest. It is not a *Red Alert* style game, it is a game that lets you live in a world of your own making. It is a game that lets you see the secret power of an ancient civilization. Features free Internet play, solo and multiplayer, 9 new combat units, expanded sea and air combat, 14 new buildings, 13 new technologies, 2 new world types, a new AI to battle against, ability to establish player alliances, and a Colony Assistant to automate those mundane tasks. **IBM Requires:** Win'95, Pen 90, SVGA, 16MiB RAM, 2pCD-ROM. **\$75.00**

DEFIANCE **Visceral**
A Quake style game. It's a brand new game. You're testing an awesome new one-man gunship and you're blasting the hell out of those stationary targets. Suddenly the walls come crashing down and the test is no longer a test. It's a battle for survival. All hell breaks loose as eight hundred mutant nightmarish monsters try to kill you. They attack from everywhere, including from below and above. Solve baffling puzzles to advance between levels. Navigate 13 levels of intense action. Immersive 3D cinematics between levels, and if you ever get there, an epic movie at the shocking conclusion! **IBM Requires:** Win'95, Pentium 90, 16MiB RAM, SVGA, 2pCD-ROM, hard disk. **\$75.00**

DEUS **RS**
A Doom-style game with a role playing option. Degenerate freaks have taken over the scientific research station on Alcubide and it's up to Deus to regain control. All with a 3D Doom-style perspective. With ten weapons to put fear into your enemies, such as the commando knife, heavy laser, machine gun, pistol, spear, axe, rocket launcher, grenades, mines, paralyzing plasma. Full movement controls let you walk, run, jump, crawl, climb and swim. Look up, down and over your shoulders. The optional role playing mode adds depth and challenge. You have numerous many parameters such as hunger, sleep, and other vital signs. **IBM Requires:** 486/66+, CD-ROM, 8MiB RAM, SVGA. **\$50.00**

DOCTOR WHO Destiny of the Doctors **BBC**
The Master holds the seven incarnations of the Doctor as prisoners in a vast combat arena. He must be challenged, and you are the challenger - an electromagnetic entity created by the Doctor. You must defeat the Master to free the Doctors. With a real-time environment, Daleks, Cybermen, Sea Devils, etc.; original video clips, specially shot video clips, 28 quests, up to 20 hours game play. **IBM Requires:** Pentium 90, 4pCD-ROM, 16MiB RAM, SVGA. **\$75.00**

The Depths of DOOM Trilogy **idSoftware**
Includes *The Ultimate Doom*, *Doom II* and *Master Levels for Doom II*, (which have 2,000 new levels for *Doom II*). **Requires:** 2pCD-ROM, 386/33+, hard disk, 4MiB RAM, VGA. **IBM - \$50.00**

DOOM II **idSoftware**
Now available for DOS and Windows 95. You continue to play the tough Marine. You beat the bad guys in DOOM I, but now they have invaded Earth, and you have 30 levels in which to try to rescue your world from certain doom. **Requires:** 2pCD-ROM, 386/33+, hard disk, 4MiB RAM, VGA. **IBM - \$20.00**

The Ultimate DOOM **idSoftware**
A special release version of the original DOOM plus a whole new episode of 9 new levels - called The Flesh Consumed. These are expert levels that are so tough the first 27 seem like a walk in the park. **Requires:** CD-ROM, 386/33+, hard disk, 4MiB RAM, VGA. **IBM - \$50.00**

DUKE NUKEM ATOMIC **3DRealms**
With fantastic 3D scenarios you battle sinister aliens through the battle streets of LA in the future, where through many levels you escape a prison nightmare and fight through streets and buildings to reach the alien base. You can choose to play as Duke, the surface of the moon itself. Enemies fly on small scooters, you get to swim and fight underwater; weapons include automatic sidearms, rocket launchers, pipebombs, etc. You can run, jump, crawl, swim, and use a jetpack. Also great for multi-player free for all via multi-computer or network play. Has 48 levels. This special version includes five controversial scenes, 11 strategically unique weapons, a powerful 3D level editor, and a brand new episode. **IBM Requires:** 486/66, CD-ROM, VGA, 8MiB RAM, hard disk. **IBM - \$50.00**
DUKE NUKEM 3D Kill-A-Ton Collection Includes Duke Nukem I and Duke Nukem 3D. Platinum Pak. Duke is Out in DC, Duke! Zone II, Duke Xtreme, Interactive Strategy Guide and Level Editor. **\$80.00**
Duke Nukem Game Secrets Unauthorised Hint Book Detailed maps for every mission, locations of all secret places, cheat codes, etc. **\$28.00**
Duke I Zone 500 new levels for Duke Nukem Full Version, including all new graphics as you fight in cities, underwater, outdoors, etc. **\$40.00**
Duke Assault 1500 new levels for Duke Nukem Full Version. **\$48.00**

EARTH 2140 **enviWare**
A *Red Alert* style game. The year is 2140 AD. Repeated wars and environmental disasters have forced the governments of the United Civilised States (UCS) and Eurasian Dynasty (ED) to evacuate the entire population from their underground

cities. But as most of the world has been turned into wasteland, the last survivors of the UCS and ED now engage in the last world war. There are 55 real-time missions, five different types of terrain, 30 additional missions available in the new mission editor for two to six players, 70 types of battle vehicles, even self-destructive systems. **IBM Requires:** Win'95, Pentium 90, 16MiB RAM, SVGA, 2pCD-ROM. **IBM - \$90.00**

EXCALIBRE 2555 AD **Telstar**
The legendary sword, Excalibre, has been stolen by raiders from the future. As Merlin's apprentice you are sent forward in time, equipped only with a broadsword and limited spellcasting ability, to reclaim the sword. Over 300 3D locations to visit, fiendish puzzles, full speech on all characters, atmospheric sound, enhanced lighting and resolutions for the 3Dx graphics card. **IBM Requires:** Win'95, Pentium 100, 16MiB RAM, 4pCD-ROM, SVGA. **\$50.00**

FALLOUT **Interplay**
A roleplaying game in the tradition of the classic *Wastland*, 1,000 people have been living in a nuclear fallout shelter for 80 years following a worldwide nuclear holocaust. But the world recycler has broken down, and you are chosen to go to the surface to find a computer chip to fix the world. With gorgonion sent sentinels, semi-top-down 3D graphics there are 50 mini-quests with multiple solutions that take you through devastated wastelands. A meticulous turn based combat system lets you wound, cripple or kill. You can make your own character. Improve your characters skills through play. When you interact with other characters in the game, they will remember your attitude in later meetings. If you insult someone, don't expect them to be nice to you later. **IBM Requires:** Pentium 50, 1InkSVGA, 16MiB RAM, 2pCD-ROM, hard disk. **IBM - \$50.00**

FINAL LIBERATION Epic Warhammer 40,000 **SSI**
Games Workshop's Epic Warhammer 40,000 Space Marine game becomes a computer wargame! This is a turn-based strategy game that puts you in charge of vast armies (similar to *Warhammer Fantasy: Shallow of the Horned Rat*). Commanding the movements of the Imperial Guard and their devastating war machines, you fight the loathsome orks. The game has a sophisticated command system, you will be a campaign with your commanding the human forces, including Ultramarines, Imperial Guard, Emperor Titans, Thunderhawk Gunships, etc; the second option is a free for all between networked players or versus the computer. In this play you can play as humans. Graphics are stunning. There are 85 units to command. **IBM Requires:** Pentium 90, 16MeB RAM, SVGA, hard disk, 2pCD-ROM, hard disk. **\$50.00**

FORCED ALLIANCE **Ripcord**
A stunning flight simulator which has consequences of rank - as you progress from the rank of Cadet to Captain, you'll go from taking orders to giving them. The great intergalactic War has left the galaxy in chaos. And a steadily increasing barrage of attacks on human ships leaves you with only one choice. You must set out on a series of covert missions to defeat the enemy. Every decision you do, every order you give or let get away, every decision you make will have an effect on the ever changing plot. Flight-sim graphics are stunning, with the option to turn off your computer, plus all keyboard commands use logical keys, such as G for gun, M for missile, N for nearest target, etc. **IBM Requires:** 486/100+, 2 mb RAM, CD-ROM, SVGA, hard disk. **\$69.00**

GALACTIC CHALLENGE **SSI**
Four sci-fi games in one pack, being *Star Control I* where humanity is about to be destroyed by a savage coalition of alien races; *Star Control II* where the war is over and humanity can now explore and colonise 500 stars with 3,000 planets; *Renegade Battle of the Void* - a Star Wars where you have a squadron of starfighters in the Renegade Legion universe; and *Gateway* where a portal has opened to a place fraught with danger and wonders. **IBM Requires:** 486/66, CD-ROM, hard disk, 4MiB RAM, SVGA. **IBM - \$60.00**

G-POLICE **Psygnosis**
The G-Police patrol domed cities on planets beyond this world, where life's as disposable as yesterday's news and multi-national corporations rule. And when Jeff Starr joins up to investigate the death of his sister, things really begin to get nasty. Played over 35 incredible missions, you get the chance to patrol the streets of the futuristic city of your own heavily armed G-Police. The mission and landscape form a dazzling backdrop to action packed gameplay. The story keeps you guessing till the very end. Gunship has 360° manoeuvrability. Graphics are absolutely stunning! **IBM Requires:** Pentium 133+, Win'95, 4pCD-ROM, 16MiB RAM, Supports MMX and Accelerator Card. **IBM - \$50.00**

GUNDAM 0079 The War for Earth **Presto**
A futuristic new universe is at your command. It's universal century 0079. Off-planet cylindrical space colonies represent Earth's only hope for the future. But the Duchy of Zeon longs for freedom, and they'll start at nothing to get it. Don't prototype. Gundam 0079 Mobile Suit and lead the United Federation into battle against the forces of the Zeon aggressors. This gripping 3D adventure gives 360° movement and viewing. With great graphics, you can select from a variety of weapons, an option of 1" or 3" person views. **IBM Requires:** Pentium 60, Win'95, 4pCD-ROM, 16MiB RAM, SVGA. **MAC or IBM - \$45.00**

HEAVY GEAR **Activision**
This new mech combat game, based on the Heavy Gear roleplaying game, leaves all others behind! With a stunning, fluid animation system. Highly detailed buildings, rocks, rolling 3D terrain that looks like real life. You can build a new gear from scratch with any one of 16 customizable chassis, or pilot one of the 16 provided Heavy Gears. Deploy squadmates and call in air and artillery strikes while you pilot your own heavy gear, has stunning cut-scenes and character based missions. Features huge in-game landscapes. You can kneel, slide-step and crouch. Very highly recommended. **IBM Requires:** Win'95, Pen 90, 16MiB RAM, SVGA, 4pCD-ROM, hard disk. **\$50.00**
Prima's Unauthorised Game Secrets of Heavy Gear **\$30.00**

I-WAR **Ocean**
This is a sci-fi flight simulator featuring stunning graphics, with story driven missions. Chapter One - Rebellion. We have known two centuries of endless conflict. Two centuries in which the Commonwealth has failed to bring justice to a troubled universe. The situation is critical and duty must prevail: your duty. This is the time to focus the power of the mighty Dreadnaught and make a difference in the universe. You are the captain of a Dreadnaught class corvette, but you can also jump to weapons, navigation or damage control consoles. **Looks good!** **IBM Requires:** Win'95, 4pCD-ROM, Pentium 90+, 16MiB RAM, SVGA. **\$60.00**

ID ANTHOLOGY **idSoftware**
A collectors edition boxed set containing all of id's old games such as *Herzog*, *3D*, *Dangerous Dave*, *Ultimate Knights*, *Wolfenstein 3D*, *Spear of Destiny*, their more famous games: *Shadow of Doom*, *Doom II*, *Master Levels for Doom II*, *Final Doom*, and *Quake I*, and a number of titles for the MAC, and ID Anthology includes: a poster, miniature of the Cyberdemon, and a book about ID. **IBM Requires:** Pentium or 486DX100, CD-ROM, SVGA, hard disk, 8MiB RAM. **\$90.00**

IMPERIUM GALACTICA **GI**
A new empire-building space game. You begin as a Lieutenant on a Destroyer, charged with restoring peace to a newly discovered sector. Scale the largest of tanks and your missions become increasingly challenging. New technologies, new weapons, new responsibilities. Only you can decide how to balance warfare, colony management, research and production. Succeed and your empire expands. Sustain the Old Human Empire through diplomacy or brute force. There are seven alien races, two renegade human empires, endless worlds, equine gods. With 174 structures to build on colonies, control up to 93 planets, real time space battles, and 75 technological breakthroughs to be made. Also has one hour of full motion video clips of the storyline. **IBM Requires:** 486/100+, 8MiB RAM, SVGA, hard disk, 4 speed CD-ROM. **IBM - \$50.00**

INCUBATION Battle Isle Phase Four **BlueByte**
Travel to the colonised planet of Scayra, and enter the dark and terrifying world of Incubation, the latest episode in the Battle Isle series. In this alien native, have mutated into blood-drinking monsters, and it's up to you, and your squad of mutants to save the colonists from them. With real-time 3D environment, 35 turn based, tactical missions, 5 distinctive battlefields, 30 different soldiers, 11 different new types of equipment, 24 different weapons, and a new multi-play game. **IBM Requires:** Pentium 90, 16MiB RAM, hard disk, SVGA, 2pCD-ROM. **\$50.00**

JEDI KNIGHT - Dark Forces II **LucasArts**
I'm really excited about this game. *Jedi Knight*, the sequel to *Dark Forces*, the *Doom* style game, but with a twist. It has all the features of *Doom*, and was made with capability. Kyle Katarn is a young mercenary sent to infiltrate the Empire. He comes on a quest into his past and learns the mysterious ways of the Jedi. With his knowledge, he must stop seven dark Jedi from unlocking the powers of a hidden red force. The dark forces Katarn to confront his own dark past. He finds out he must decide his own destiny, as the dark side beckons him strongly. If he resists, he knows the light side, he has a huge job ahead of him. Each of the seven dark Jedi have their own special characteristics - one fights with two lightsabers. There are a variety of locations, including the most exciting new weapon is the lightsaber. Basic force powers include enhanced jumping, seeing through walls, healing powers, telekinesis, etc. **Looks fantastic.** **IBM Requires:** 4pCD-ROM, 16MiB RAM, hard disk, Pentium 90, mouse, SVGA. **IBM - \$80.00**

MYSTERIES OF THE SITH **Fourteen**
Fourteen new levels with 15 total new levels, including wampa-infested swamps, the forbidding fortress of Ka/Pu the Hutt, and the subterranean catacombs of a temple deep within the planet

Horsemen of the Apocalypse lurk in the shadows before you. They are the root of all that is evil. They are the least of your worries. The last known serpent rider, Eidolon, lives. As the Necromancer, Assassin, Crusader or Paladin, you must defeat the dark generals and their hell-spawned legions before you can face the Archfiend and attempt to end his ravens onslaught. With 32 new weapons, as you gain experience you gain more hit points and extra abilities for your character class, fight four stunning worlds, Medieval, Egyptian, Mesopotamian, and Roman. Smash stained glass windows, collapse structural beams, pulverize trees. **IBM Requires:** Win '95, Pentium 90, 16MB RAM, hard disk. **IBM - \$30.00**

Prima's Hesen II Unofficial Game Secrets Hint Book **\$30.00**

Hexmaker The first official level editor for Hesen II. Has a total editing environment, using a windows interface. Has ten new levels which can also be used as a basis for making new levels. Supply your own worlds in minutes with already created and ready to serve you. Cast your own images with various creation tools. **\$40.00**

KING'S QUEST COLLECTION II **Sierra**
With ten games, including - King's Quest 1, King's Quest 2, King's Quest 3, King's Quest 4, King's Quest 5, King's Quest 6, King's Quest 7, The Colossal Quest, The Dagger of Amn, and Mixed-Up Mother Goose Deluxe. **IBM Requires:** 486/50, VGA, 8MB RAM, 250MB CD-ROM. **\$75.00**

LANDS OF LORE II Guardians of Destiny **Westwood**
A stunning fantasy graphic adventure. Imagine a world of intense beauty and mortal danger where your slightest move can trigger cataclysmic events, miraculous escapes or lethal battles. See magical cities rise out of great oceans. Enter the misty caverns of the underworld. Discover gruesome altars and witness secret ceremonies never before seen. The highly reactive environment allows the player full 360 degrees movement, including the ability to look up and down. Has over twenty epic realms to explore. **IBM Requires:** 16MB RAM, 40MB CD-ROM, hard disk. **Pentium 90, VGA. IBM - \$30.00**

LORDS OF MAGIC **Sierra**
Sequel to Lords of the Realm II - except its fantasy this time! A world inhabited by Elves, Dwarves, Gnomes, Faeries, and other creatures. The evil Lord Balthor has discovered an ancient artifact that has given him great power. He has formed a pact with the Barbarians and is rampaging all the lands. Being one of the leaders of the Free Peoples, you have to create, build, and lead your army into battle. Refine your card selections and assemble the Killer Deck. Play the part of an eager young wizard in your quest to banish all evil from the realm of Shandalar. Challenge the computer's AI to a match in the Duel at any time. VGA hi-res graphics showcase nearly 400 pieces of fantasy art from the real cards. Multiple levels over 400 cards, including 20 powerful out-of-print cards like the Black Lotus and the 12 new Astral Set. **IBM Requires:** Windows '95, Pentium, VGA, 8MB RAM, hard disk. **IBM - \$50.00**

MAC - \$30.00

Magie the Gathering Spells of the Ancients Return to an age when the masters of the game played with legendary cards such as the Lizard, Dragon, and Juggernaut. Double the challenge with on-the-spot deck construction in a sealed-deck tournament. Features 143 new cards from the Unlimited, Arabian Nights and Antiquities sets. Newer, deadlier AI decks - the computer has 60 new prebuilt decks. **Requires as above. \$30.00**

Magie the Gathering Limited Edition Pack Contains the above two games, *Magie the Gathering* and *Spells of the Ancients*, as well as *Magical*, *Magical* and 85 new cards to use in the game. **\$75.00**

MAGIC THE GATHERING **Microprose**
The computer game of Magic the Gathering, being designed by Sid Meier and Richard Garfield. This is the game's favorite strategy card game comes to life on your computer. Cast spells and enchant creatures as you marshal your forces on a magical battlefield. Sovereign advisors provide ready guidance to rich multimedia. Refine your card selections and assemble the Killer Deck. Play the part of an eager young wizard in your quest to banish all evil from the realm of Shandalar. Challenge the computer's AI to a match in the Duel at any time. VGA hi-res graphics showcase nearly 400 pieces of fantasy art from the real cards. Multiple levels over 400 cards, including 20 powerful out-of-print cards like the Black Lotus and the 12 new Astral Set. **IBM Requires:** Windows '95, Pentium, VGA, 8MB RAM, hard disk. **IBM - \$50.00**

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MAGESLAYER **Raven**
A malevolent 3-D roleplaying fantasy quest from the creators of Hesen. Choose to play as one of four death-dealing Mageslayers, each with unique spell attacks and individual attributes. 3-D environments are leaving with diabolical traps and mysteries. There are five distinct worlds of intense action, from the sludge wastes of the Sewers to the undead horrors of the Tombs. **IBM Requires:** Pentium 90, 16MB RAM, CD-ROM, VGA, 1MB Video Card. **\$90.00**

MEGAPAK 7 **Mega**
Contains ten complete games on eleven CDs. The games are: *3D Ultra Pinball 2*, *Quest II: Earthworm Jim*, *Earthworm Jim*, *US Navy Fighters*, *US Navy Fighters*, *US Navy Fighters*, *US Navy Fighters*, *US Navy Fighters*, *US Navy Fighters*, *US Navy Fighters*. **IBM Requires:** 486/66, VGA, 8MB RAM, Win '95, hard disk. **\$90.00**

MIGHT & MAGIC TRILOGY **NEW**
The perfect compilation for novice and expert players alike - three role playing games in one. Prepare to be awed by the Might and Magic by Magic. Includes a bonus never-seen before. Swords of Xeen. The trilogy includes *M&M I: Isles of Terror*, *M&M II: Clouds of Xeen*, and *M&M III: Darkside of Xeen*. **IBM Requires:** CD-ROM. **\$50.00**

Might & Magic Compendium Hint Book **\$40.00**

MIGHT & MAGIC VI **NEW**
The Ironfist Dynasty is tottering on the brink of ruin. As endless calamities plague the kingdom of Enroth, evil domineering cultists plan to overthrow child Prince Nicolai and claim the throne for their own charismatic leader. From the depths of the deepest dungeons, to the intrigues of the royal court, you will learn the adventures on a dangerous journey of discovery, depth and intelligence. With a nonlinear story-line. **IBM Requires:** Pentium 100, Win '95, 16MB RAM, 40MB CD-ROM, VGA, hard disk. **Due March. \$90.00**

RIVEN - The Sequel to Myst **BRO**
Enter a deceptively beautiful world torn apart by age-old conflicts...where secrets are hidden at every turn, and nothing is as it seems. You must search. You must explore. You must summon every spark of intellect and intuition. Only then will you learn the truth about this troubled land and its inhabitants. You must let Riven become your world, before an entire world is lost. With absolutely stunning VGA graphics, you can freely explore the vast and complex world, and there are a number of pathways to choose. **IBM Requires:** Win '95, Pentium 100, 40MB CD-ROM, VGA, hard disk. **IBM - \$99.00**

Riven - The Official Strategy Guide Trust me, you'll need it! **\$27.00**

MYTH - The Fallen Lords **Bungie**
The first real-time strategy game set in a truly real-time strategy game set in a truly 3D world. For the first time a game of battle actually looks and feels like you're down in the trenches, hand-to-hand with the enemy. You command many types of warriors, from a handful to hundreds at a time, who battle with steel, fire and supernatural powers. Their enemy: the Fallen Lords, a band of ancient and terrible sorcerer-generals who lay waste to the land with legions of vicious beasts and tireless undead. With stunning 3D landscapes, great animations of units in combat, water splashes, the ground is charred, etc. **IBM Requires:** Win '95, Pentium 100, 40MB CD-ROM, VGA, hard disk. **IBM - \$60.00**

Prima's Unauthorized Guide to Myth: The Fallen Lords **\$30.00**

NETSTORM Islands at War **Activision**
Looks like a weird fantasy *Command & Conquer*. You battle over islands that float in the sky on an alien planet, Nimbus. One island is your command base. Bridge the heavens and earth, and annihilate the opposition. Capture and sacrifice enemy high priests to gain power. Select your units and see what your workshops are producing. Utilize your resources to create your war machines. There are 22 single player missions, and multi-player capabilities too. **IBM Requires:** Pentium 90, 250MB CD-ROM, 16MB RAM, VGA, Win '95. **\$90.00**

ODDWOULD Abe's Oddyssey **GT**
Calling this weird game *Oddworld* is an understatement! Meet fascinating, ugly, weird, warped *Oddworld* inhabitants. You play Abe, who has to weapons and is at the bottom of the food chain, but he does have some special powers. If you can find them. You can speak with the many creatures, you can play hide and seek with them. You can control other characters if they are clever and use them as living weapons. Puzzles are integral to the game. Abe has infinite lives - and you'll need everyone of them. Scrabs and Parasites can do Abe in, explosives can solve problems too. The game is non-linear, with multiple endings. Looks weird but fun. If you fail, you'll be eaten. **IBM Requires:** Pentium 120, 16MB RAM, Win '95, 40MB CD-ROM, VGA, hard disk. **\$90.00**

P.Y.S.T. **Parrotty**
The best selling CD-ROM game of all time is not this game. It's not the real thing. It's not the real publisher. It's a P.Y.S.T. (Oh, I see, of course!) No one was chosen. Yet everyone came. Journey to P.Y.S.T. Island, a place that has become a tourist trap for 4 million PC junkies. Only you and your sense of humor will help you discover the secret...that there is no secret. Ahhh! Don't tell anyone! This

is definitely not your average computer game! **IBM Requires:** 486/33, Win 3.1+, 8MB RAM, 250MB CD-ROM, VGA, hard disk, mouse. **\$20.00**

REALMS OF ARCANIA TRILOGY **Sirtech**
Contains all three *Realms of Arcania* fantasy roleplaying adventures. Explore huge cities, dungeons, underwater regions; join elves and dwarves against hordes of evil ones; use spells; skills and hundreds of types of weapons and items. **IBM Requires:** Win '95, 486/66, 8MB RAM, 250MB CD-ROM, hard disk, VGA. **IBM - \$90.00**

REDGUARD Elder Scrolls Adventures **Bethesda**
You play Cyrus, a Redguard mercenary who returns to the province of Strus in search of his lost sister. You'll encounter pirates and all sorts of colorful people and creatures. Your adventures have you escaping from death, traps, jumping across burning Dwarven ruins and tons of sword fighting. The advanced camera system allows for real-time 3D cinematic breaks in the gameplay. Featuring a lavish 3D city. **IBM Requires:** Intel Pentium Processor, 16MB RAM, hard disk, VGA, 40MB CD-ROM. **Due May. \$90.00**

RISING LANDS Conquests & Civilizations **Microids**
Rule the new world! Many life on Earth has been annihilated by the impact of a massive meteorite. Those fortunate enough to survive make clans that strive for supremacy. Build your civilization around agriculture, military, civil service or magic/religion. You can ally with the other clans, manage your economy, your special characters gain experience, military units include Stomper, Ballroom, Speedsters, etc. 30 missions, 40 units and buildings for each clan. **IBM Requires:** Pentium 90, 16MB RAM, hard disk, VGA, 40MB CD-ROM. **IBM - \$75.00**

SHIVERS II Harvest of Souls **Sierra**
Look fear in the eye with this game that allows smooth 360 degree scanning of panoramic views. Unmask the evil of an ancient curse. You find a note, and it says, "and another corpse. I'm convinced that someone or something is after me. I'll see a movement in the shadows, or feel a breath on my neck. But then it's gone. Whatever it is, it's lurking near - waiting for me..." I've uncovered another piece to this mystery, but am reluctant to write it here. Since you're reading this, you've ignored my warnings to leave - but I beg - get out of Cyclone now! Must go, someone's coming." Features surprisingly different endings, and puzzles that change for each game. Deliver the ultimate in replayability. With an original soundtrack of music and rock videos, and directionally specific sound, all integral to the mystery and action. **IBM Requires:** Win 3.1+, 486/66, 12MB RAM, hard disk, 250MB CD-ROM, VGA. **\$60.00**

THE TONE REBELLION **Virgin**
Your goal is to guide your tribe of floaters from their home island, explore the cluster of islands that comprise your world, find the hiding place of the Leviathan, and defeat it. Real time tactics and resource management will challenge the devoted gamer, with stunning immersive environments. **IBM Requires:** Win '95, Pentium 90, 40MB CD-ROM, 16MB RAM. **\$70.00**

THE TROPHY CASE **Sirtech**
Three games in one, all by Sirtech. The first is Jagged Alliance '1, where you lead a team of tough mercenaries on a variety of missions, each character has a unique personality and often a bad attitude; the second is *Draught*, *Draughts of the Mind*, a sprawling fantasy epic role play adventure; and *Realms of Arcania*, *Star Trail*, another epic fantasy adventure. **IBM Requires:** 486/33, 8MB RAM, CD-ROM, VGA, hard disk. **\$60.00**

THE TROPHY CASE II **Sirtech**
Three games in one, all by Sirtech. The first is *Death Gate*, where you explore the dark realms of the Death Gate novels; the second is *Companions of Xanth*, where two demons battle for ultimate control; and *Shamara*, another epic fantasy adventure based on Terry Brooks' books. **IBM Requires:** 486/33, 4MB RAM, CD-ROM, VGA, hard disk. **\$60.00**

THE ULTIMATE RPG ARCHIVES **Interplay**
Twelve award winning computer Roleplaying Games in one box, including *Bards Tale I, II, III* and *Conquest*; *Might and Magic* *Clouds of Xeen* and *Might and Magic* *Darkside of Xeen*; *Stuneker*; *Ultimate Underworld I* and *II*; *Dragon Wars*; *Wasteland*; and *Wizardry Gold*. **IBM Requires:** 486/33, 8MB RAM, 250MB CD-ROM, VGA, hard disk. **\$90.00**

TOMB RAIDER Unfinished Business **EID**
Adventurer Lara Croft has been hired to recover the pieces of an ancient artifact known as the Scion. With her fearless acrobatic style, she runs, jumps, swims and climbs her way toward the truth of its origins and powers - leaving only a trail of enemy tumors and gun-cartridges in her wake. On this trail are the most breathtaking 3D wily yet seen where exploration, puzzle and platform elements blend in a seamless real-time environment. With 5,000 frames for Lara, 16 massive levels on four continents, 3D perspective. This special version has four extra levels never seen before. **IBM Requires:** Pentium 90, 16MB RAM, CD-ROM, VGA, hard disk. **\$80.00**

Tomb Raider Game Secrets 108 page book. It's not easy unraveling the riddles of the ancients! You must travel through treacherous terrain, fathom impenetrable puzzles, and battle packs of wolves and other enemies. You need more than fast nerves and quick wits. This book is your survival guide! **\$30.00**

CAVE MASTER Add Ons for Dungeon Keeper and Tomb Raider **\$30.00**

ULTIMA COLLECTION **Origin**
A special selection of 10 Ultima games, being *Ultima I, II, III, IV, V, VI, VII, VIII* and *Ultima Online*. Also a sixteen page *Ultima Atlas*, and exclusive interview! **IBM Requires:** 486/33, 4MB RAM, 40MB CD-ROM. **\$80.00**

ULTIMA ONLINE **Origin**
This game cannot be played by itself. It can only be played online over the internet. Enter the magical world of *Ultima Online*. A world with spells and monsters, quests and heroes. A living growing world where thousands of real people discover fantasy and adventure. The world is persistent. Life goes on and events transpire whether you're logged in or not. Come and go as you please. Britannia will always be there when you return - but it won't be the same as when you left. Your appearance, abilities and personality are your own. Has a virtual economy and ecology. **IBM Requires:** Win '95, Pentium 133, 16MB RAM, 40MB CD-ROM, Internet connection ability. **\$90.00**

Ultima Online Hint Book The official *Ultima Online* handbook. **\$30.00**

WARCRAFT II Tides of Darkness **Blizzard**
Return to the world of *WarCraft*, where the battle between the evil orcs and noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weapons, the struggle for the domination of Azeroth continues. Supports 2-8 players via network, one player against the computer, or two players via modem. *WarCraft II* has a new build, command new weapons of war including dragons, submarines, air-balloons, even archers, griffins, battleships, and death knights. There are 28 campaign scenarios, enhanced AI, and the new weapon types look great, human galleys with full sails, strange ore ships, etc. **IBM Requires:** VGA, 486/33+, CD-ROM, 8MB RAM, IBM - \$80.00 **Playstation \$55.00**

Warcraft II Official Secrets & Solutions Official hint book. **\$30.00**

WARCRAFT II Expansion Set The humans must venture beyond the Dark Portal into the dark, uncharted lands of the orcs. Horde. 24 new scenarios set within two new story lines (orcs or humans), over 50 custom maps, new legendary heroes, new 3D cinematic sequences. You must have the full version of the game to use. **IBM Requires:** as above. **\$45.00**

WIZONE Over 50 complete, custom designed backgrounds for *Warcraft II*. Featuring combat on land, sea and air. **IBM Requires:** as above. **\$45.00**

WARCRAFT BATTLE CHEST A massive boxed set that includes *Warcraft I*, *Warcraft II* plus *Warcraft II* Expansion Set. **\$125.00**

WIZONE II Retribution Over 50 new authorized backgrounds. **\$50.00**

WARCRAFT Lord of the Clans **Blizzard**
The final text chapter in the *Warcraft* saga. Players return to the land of Azeroth as Thrall, a young vrykul orc robbed of his heritage after being raised in servitude by humans. Destined to reunite the disbanded orcs, he must escape the humans' shackles and return the orcs to dominance. More than 60 stunning cinematic scenes, Azeroth's regions, over 70 animated characters including many familiar faces. **IBM Requires:** Pentium 90, 250MB CD-ROM, hard disk, Win '95 or Dug 2.2, 16MB RAM. **Due May. \$50.00**

WARLORDS III **SSG**
The popular epic fantasy game of strategy and conquest is back in an all new third edition. Powerful wizards arise to contend for power and build a new empire. Zombies, elementals, and other unspeakable beings array against heroes, warriors, and mages, humanity's last and best hope. Using shrewd strategy, fine-tuned tactics, powerful talismans and ancient magic, you may conquer all of the other wizards and cities to become the greatest Warlord of all! You command heroes and armies in a semi top-down view, and a unique simultaneous move shows each army's actions in real-time. Over 80 animated heroes, warriors and creatures. Powerful computer AI. Random map generator. Cast magical spells. And a campaign mode. Good fun playing against the computer or against human opponents. **IBM Requires:** Win '95, Pentium 75, 16MB RAM, 40MB CD-ROM, VGA. **\$30.00**

Warlords III The Official Strategy Guide Hint book. **\$30.00**

WARHAMMER Shadow of the Horned Rat **MIN**
Warhammer Fantasy Battle Miniatures game is now a computer game. You are the leader of the mercenary army the Grudgehearts and it is your task to protect the Empire from endless hordes of orcs and skaven. There are more than 40 battles with gorgeous visuals, challenging strategies, in-depth backgrounds, there are lots of troop types to choose from; the battles are linked together by a detailed story; battles are real time with a semi top-down 3D view; and there is a complete campaign. All the troops statistics are straight from the Warhammer Fantasy miniatures game, leaders have their own names and stats; weapons include Short Bow, Long Bow, Wood Elf Bow, Crossbow, Gyrocopter Bomb, Volley Gun, Mortar, Rock Lobber, Cannon, Imperial Cannon, Doom Drive Catapult, Doomwheel, Greatsword, Hammer, Lance, Halberd, etc. Races included are the Empire, Elves, Dwarfs, Skaven, Orcs, Goblins, & Monsters. **IBM Requires:** Windows 3.1, 486/66, 8MB RAM, VGA. **IBM - \$50.00** **PlayStation - \$80.00**

WARHAMMER FANTASY - DARK OMEN **SSI**
Set in Games Workshop's Warhammer Fantasy universe. In the great forests of the Empire, Morgan Bernhardt leads the mercenary army against the scourge of green-skinned orcs. Elsewhere the mighty Dread King sits. Battles take place in a full screen real-time 3D environment, with complete freedom to move, rotate and zoom. Command regiments of cavalry, infantry, and archers as well as wizards, war machines and colossal monsters. Sophisticated computer AI controls enemy armies or you can play against another human, but seat or via serial or modem. **IBM Requires:** Pentium 90, Win '95, 16MB RAM, hard disk, 40MB CD-ROM, VGA, 1MB Video card. **\$80.00**



WITHAVEN II Blood Vengeance **Intracorp**
The great witch, Circe-Arghoth, has kidnapped all your people to avenge the death of her sister. You have only yourself and your foolish meddling to blame. But you kit up in your armor and weapons, and embark on this DOOM-style game. You can duck, jump and fly. There are arches, sloping floors, cathedral ceilings, dense forests, and murky crypts. New spells and weapons, new enemy, stunning graphics, great sound effects and musical score. Features a new level editor, so that you can have endless gameplay! **IBM Requires:** 486/66, 8MB RAM, VGA, hard disk. **CD-ROM. \$30.00**

ZORK GRAND INQUISITOR **Activision**
Expert puzzle-solver and treasure hunter sought for recovery of three sacred treasures. Rediscover the magic of Zork, visit the famous landmarks that made Zork famous. Enlist the aid of three fantastic characters on your magic quest: Lucy Flathead, a frog-skinned and the Grift. Experience the wit and unpredictability of the Underground, a wise-cracking Dragon Master, a fish with an attitude, and a subway system with no brakes. You have unprecedented 360° freedom. **IBM Requires:** Pentium 90, Win '95, 40MB CD-ROM, 16MB RAM, VGA. **\$80.00**

ZORK: GRAND INQUISITOR Official Strategy Guide **\$30.00**

Prima's Unauthorized Guide to ZORK GRAND INQUISITOR **\$30.00**

Advanced Dungeons & Dragons

AD&D BALDUR'S GATE **Interplay**
Set in the Forgotten Realms, Claws threatens to overthrow the Sword Coast. The state of Amn is under siege to the south, the High Moor is being overrun in the north, and the region around Baldur's Gate is in turmoil. And someone or something is sabotaging the fight in the region. 27 all cracks from just normal wear and tear. So every one's weapons are breaking and are useless. Is some ancient evil about to take advantage of this situation? Features real-time environmental effects such as rain, snow, lightning, absolutely stunning VGA graphics; you have a party of five characters who fight 60 monsters as you 100 spells! **IBM Requires:** Pentium 75, Win '95, 40MB CD-ROM, hard disk, 8MB RAM, 2MB Video RAM, VGA. **Due May. \$90.00**

AD&D BIRTHRIGHT: The Gorgon's Alliance **SSI**
Role playing in the AD&D Birthright. The Gorgon builds his power through bloodthirst - killing the kings of Amn and consuming their divinely-granted bloodlines. You must command heroes, wizards and mighty armies to stop him. With role playing, battle strategy and real time combat, Bright 3D graphics bring the magical land of Amn to life. 34 interactive characters and multiple variations make for amazing depth of play. You encounter treasures, resources, allies, and foes, including the Spider King, the Gorgon. Players can choose to play a thoughtful, turn-based game or a fast-paced, real-time game. **IBM Requires:** 486/66, CD-ROM, Win '95, 8MB RAM. **IBM - \$50.00**

AD&D BLOOD & MAGIC **Interplay**
Prepare to enter five sweeping tales of enchantment and conquest set in the most popular fantasy world of all time, the Forgotten Realms. With a semi-top-down view, you visit five unique realms, with a ton of 30 missions, each with its own unique landscape and exotic magical items to manipulate. Fantastic weapons, treasures, magical potions, violent spells, 30 AD&D Forgotten Realms creatures to fight with and against, a single-point-and-click interface. In this spell-ridden maze of dungeons and rips in the very fabric of reality lies the ultimate threat, the Flame Sword of the Spider Queen Lloth. With 20 dungeons, 3D polygon monsters, uses the *Descent* game engine with full 360° movement, 7800 frames of animation, includes a Dwarf Temple, Egyptian level, Crypt, etc. reflecting nature of the game, so that you can sort of see through 6 faces of characters to choose from, etc. **IBM Requires:** Pentium 90, 32MB RAM, hard disk, 40MB CD-ROM, VGA. **\$90.00**

AD&D COLLECTORS EDITION **SSI**
SSI made a series of really popular AD&D RPG adventures that have been unavailable for some time now. Well, now you can buy all 9 of them on CD-ROM for a great price. The nine games included with this package are (*Forgotten Realms*) *Pool of Radiance*, *Curse of the Azure Bonds*, *Secret of the Silver Blades* and *Pool of Darkness*; (*Dragonlance*) *Champions of Krynn*, *Death Knights of Krynn*, and *The Dark Queen of Krynn*; and (*Savage Frontier*) *Gateway to the Savage Frontier*, and *Treasures of the Savage Frontier*. You can transfer characters from one game to the next within each epic. **IBM Requires:** 286/33, CD-ROM, EGA/VGA, hard disk. **IBM - \$60.00**

AD&D DESCENT TO UNDERMOUNTAIN **SSI**
The stone belly of Undermountain below Waterdeep plays home to horrific monsters, dark magics, and unspeakable evils. Experience these terrors in the first AD&D action RPG to offer multi-character development. In this spell-ridden maze of dungeons and rips in the very fabric of reality lies the ultimate threat, the Flame Sword of the Spider Queen Lloth. With 20 dungeons, 3D polygon monsters, uses the *Descent* game engine with full 360° movement, 7800 frames of animation, includes a Dwarf Temple, Egyptian level, Crypt, etc. reflecting nature of the game, so that you can sort of see through 6 faces of characters to choose from, etc. **IBM Requires:** Pentium 90, 32MB RAM, hard disk, 40MB CD-ROM, VGA. **\$90.00**

AD&D DRAGON DICE **Interplay**
Oh dear - *Dragon Dice* as a computer game! In this game there is an epic struggle between Nature and Death where you assemble powerful dice armies, build vast empires and devise strategic planning for world domination. Build, command and customize countless dice armies from four uniquely animated races of creatures. Includes a real *Dragon Dice* game with a value of \$45.00, the box tells us. Play with Win '95, hard disk, VGA. **IBM Requires:** 486/100, 8MB RAM, CD-ROM, Win '95, hard disk, VGA. **\$50.00**

AD&D EYE OF THE BEHOLDER TRILOGY **SSI**
The 3 popular point and click first-person *Eye of the Beholder* games are all available in this one special package! In *EOB I* you experience the AD&D world as never before. In *EOB II* you experience the AD&D world as never before. In *EOB III* you experience the AD&D world as never before. Includes a real *Dragon Dice* game with a value of \$45.00, the box tells us. Play with Win '95, hard disk, VGA. **IBM Requires:** 486/100, 8MB RAM, CD-ROM, Win '95, hard disk, VGA. **\$60.00**

AD&D FORGOTTEN REALMS ARCHIVES SSI
A compilation of 12 Forgotten Realms computer games. These are: Pool of Radiance, Hillsfar, Curse of the Azure Bonds, Secret of the Silver Blades, Pools of Darkness, Eye of the Beholder I, 2 & 3, Dungeon Hack, Gateway to the Savage Frontier, Treasures of the Savage Frontier, and Menzoberranzan. IBM Requires: 386/40+, 4mbRAM, VGA, hard disk, CD-ROM. \$90.00

AD&D MASTERPIECE COLLECTION Bonus SSI
Six AD&D titles in one box. Dark Sun Shattered Lands, Dark Sun Wage of the Ravager, Ravenloft Straldu's Possession, Ravenloft Sine Prophet, Forgotten Realms Menzoberranzan and Al-Qadim Genie's Curse. The bonus is that all the hint books for these games are included free on the CD-ROMs. IBM Requires: 386/40+, 4mbRAM, VGA, hard disk, CD-ROM. \$60.00

Miscellaneous

ADIDAS POWER SOCCER Psynosis
Play your way to the top using strategy and skill, or kick hard and foul your way to success in this king of the soccer games! Multiplayer action via Modem, Serial, IPX Network (1 copy of game needed for each player). Exclusive Adidas Dream Team, Friendly matches, tournaments and league seasons. Real-life simulation and all-action arcade modes. Stunning realism and non-stop playability. IBM Requires: Pentium 133, 16mbRAM, hard disk, SVGA, 256KbCD-ROM. \$60.00

ADVENTURE 3 Out of This World Games Wolf
Contains three complete games: *Space Quest 6 Roger Wilco*, where Roger Wilco fights grimy and battles evil adversaries; *Lighthouse*, where you pass through a shimmering portal into a world teeming with invention, discovery, and evil. And *Police Quest: Open Season*, where someone is on a killing spree and it's up to you to solve these seemingly random murders. IBM Requires: Win 3.1+, 486/60, 2mbRAM, 256KbCD-ROM, hard disk. \$50.00

AFL '98 EA Sports
This is AFL the EA Sports way, the exclusive official AFL featuring real teams and real players. Has all 16 AFL teams with 336 players, a 3D Virtual Stadium, commentary, spectacular marks, tackles, collisions, several types of matches, accurate play performance, etc! IBM Requires: Pentium 90, 16mbRAM, 256KbCD-ROM, SVGA, hard disk. \$50.00

ALL-NIGHTER: Anthology 2 Various
Includes six great titles and six hot demos. The six games are: *BlackThorne*, the ultimate showdown between good and evil; *BattleChase*, *SinCity*, *Castles II Siege and Conquer*, the game of castle warfare; *Cybernet* and *Frankenstein the Monster* where you play the monster! IBM Requires: 486/60, 8mbRAM, SVGA, CD. Due July. \$50.00

BLACK DAHLIA Take2
It is November 1941, where a vicious serial killer stalks the US. You follow the plot through an eerie landscape of death, deceit and occult desire to unravel a time-lost mystery. The superbly dark mystery is inspired by actual events. A stunningly rendered, convincingly real 3D game world that includes over 70 locations on two continents, more than 60 challenging puzzles, live action characters including Dennis Hopper, and a unique, intense interface. IBM Requires: Win '95, 16mbRAM, Pentium 90, 450KbCD-ROM, SVGA, hard disk. \$90.00

BROKEN SWORD II Virgin
An animated adventure. Intrepid adventurers George and Nico are embroiled in yet another mysterious episode of brutality, calamity and immortality in this sequel. The discovery of a sinister dagger ring reveals an arcane power of an ancient civilization. Kidnap, stolen treasure, astronomy and deadly dog hounds are the least of your worries. IBM Requires: Win '95, 16mbRAM, 486/60, CD. \$90.00

CAPITALISM PLUS IM
The original Capitalism returns with the same award winning gameplay, plus new graphics, new scenarios, new features and new maps. A new scenario editor that lets you configure the products, industries, goals, and all the items needed to make a scenario that fits your interests. New random events like riots, disease and technological breakthroughs to keep you on your toes! IBM Requires: 386/33, 4mbRAM, hard disk, SVGA, 256KbCD-ROM. \$40.00

EA SPORTS: CRICKET '97 Ashes Tour Edition EA
This edition includes the Australian and English Ashes team, new commentary from what's 'face, enhanced game play and realism, true 3D stadium, instant replays, option to play with and against your own custom created teams, etc. IBM Requires: Pentium 90, 16mbRAM, CD-ROM, SVGA, hard disk, Win '95. \$50.00

CARMAGEDDON SCI
This game is sick and denigrated, got a lot of bad publicity, and hence is also very popular. (But you won't find it on my computer!) This is the nastiest drive-in game in the world. Pit your wits and wheels against 25 maniac drivers over 36 formidable race circuits in your quest to become the King of Carnage and the Prince of the Pile-up. You actually get points for running down pedestrians and farnyard animals. You can exchange these points while driving to repair damage or get better features. There is total freedom to explore every circuit in all its detail looking for hidden bonuses. Crash, crumple, burn, skid and jump in glorious 3D. Also supports multiplayer. (And it's really, really gory.) IBM Requires: Win '95 or Dos 6.2, Pentium 75+, CD-ROM, SVGA, 8mbRAM DOS, 16mbRAM Win. \$50.00

Carmageddon Splat Pack Eighteen new tracks, 15 new cars, 4 new environments, and more network levels. Requires as above. \$50.00

COMBAT CHESS empire
Includes a chess engine written to Grand Master standard by a world champion chess programmer, with several levels of play. You can use traditional pieces, or you can use animated pieces, with realistic animations. As a property of when every fight, such as a Black Knight turning White Pawns into Jelly, the Queen leeches the enemy king. IBM Requires: Pentium 90, 8mbRAM, 256KbCD-ROM. \$70.00

CONSTRUCTOR Acclaim
The most original strategy game ever devised - a compelling mix of tactics, action, humor, 3D graphics and dirty tricks. One to four players compete against the computer or each other to become millionaires. As a property tycoon, you create ultimate aim is to control the city. Backed by bankers or loan sharks, you create industries, services, housing and even the inhabitants. As competition for land grows, so can the frustrations of your tenants, giving you and your opponents even greater stress. IBM Requires: 486/60, 8mbRAM, 450KbCD-ROM, SVGA. \$90.00

FI RACING Ubisoft
Extreme racing for your PC with almost photo-perfect graphics. A behind the scenes look into the exhilarating world of F1 Teams. Learn the tricks of the trade, and the know how needed to get the perfect racing line to stay in pole position. State of the art technology and exact track physics mean that you have to be the best to beat the best! With more than 30 options for tuning your ultimate racing car, 3 skill levels. IBM Requires: Pentium 120, 16mbRAM, hard disk, SVGA, CD-ROM. \$85.00

FIFA '98 EA Sports
The EA Sports game of the Soccer 1998 World Cup. Has 172 international teams from 6 zones, 16 international stadiums, precision player and ball control, new motion captured players & noises, 4,500 players, five ways to compete, network or modem play, etc.. IBM Requires: Win '95, 16mbRAM, Pentium 100, CD \$90.00

FLIGHT SIMULATOR '98 Microsoft
The world leader in flight simulation for the PC pushes technology and realism beyond the horizon. With a global database of scenery and airports, photo-real flight models, detailed instrument panels, and a fleet of challenging aircraft including helicopters, planes and jets. This is as real as it gets. 3-D acceleration and MMX technology spin scenery into an electrifying new dimension. IBM Requires: Win '95, 8mbRAM, 486/60, 256Kb, MMX optional. \$90.00

FLIGHT UNLIMITED II Eidos
Puts you in a virtual aviation world unmatched by any other flight sim. Take off from 48 different airports. Soar over 11,000 square miles of breathtaking San Francisco Bay Area terrain. Your skill and nerve will be put to the test as you come face to face with variable conditions, a sky crowded with air traffic, and unique adversaries. With photo realistic landscapes, 3D buildings, communicate with ground, tower and approach controllers, five popular aircraft. IBM Requires: Win '95, 8mbRAM, 486/60, 256Kb, MMX optional. \$50.00

FORMULA 1 '97 Psynosis
As the highest game this year with an official formula one licence, this game runs back on track with a host of new features, and the white highspeed, adrenaline soaked experience is driven to peak performance by the addition of stunning accelerator enhanced graphics. Includes an in-cockpit-view, dynamic weather

effects, huge collisions, multiplayer. IBM Requires: 3D Accelerator, Pentium 133, SVGA, 16mbRAM, 256KbCD-ROM, hard disk. \$75.00

FULL THROTTLE LucasArts
A re-release of the classic. Motorcycles, mayhem, murder - a heavy metal adventure. IBM Requires: 486/33, 8mbRAM, hard disk, SVGA, CD-ROM. \$40.00

GRAND THEFT AUTO BMG
Experience for yourself every classic car chase ever seen. Race at breakneck speed through an immense, living city, out-running and out-witting rival gang members, mercenaries, hired killers and an entire police force. Features a unique, zooming, top-down view, over 6,000 km of freeway, backstreets, roads, etc. Open ended mission structure. Hidden missions, secret areas, insane power ups, etc. IBM Requires: 486/100, CD-ROM, 16mbRAM, SVGA. \$90.00

GRAND PRIX 2 MicroProse
This is not a racing game. This is you in the cockpit hurtling around a grand prix at speeds up to 200 mph. Forget virtual reality, this is the real deal. All the teams, all the drivers, all the cards, all the circuits. The game includes every aspect of the real grand prix experience: in-depth car set-ups, practise and qualifying sessions, etc. With all 16 1994 world circuits, multiplayer capability, full lap replay, serial link and modem capable. IBM Requires: 486/66, 8mbRAM, VGA or SVGA, CD-ROM, hard disk. \$50.00

HOWZAT World Cricket Quest Mindscape
Recreates all the excitement and aura that surrounds worldwide cricket. With nine cricket nations plus a super world XI team. Select an 11 man squad from any of the 18 players from any nation. Player profiles with full batting and bowling statistics. Multiple offensive and defensive batting shots. Varying delivery options for pace or spin. Bowling plus mystery ball, etc. IBM Requires: Pentium 90, 8mbRAM, 256KbCD-ROM, SVGA, hard disk. \$50.00

Leisure Suit Larry Collection Sierra
A collection of five full games, being *Leisure Suit Larry in the Land of the Lounge Lizards*, *Leisure Suit Larry: Part 2: Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work*, *Leisure Suit Larry Goes Looking for Love in Several Wrong Places*, *Leisure Suit Larry 6: Shape Up or Slip Out!* IBM Requires: 486+, 256KbCD-ROM, 8mbRAM, VGA. \$75.00

MADDEN NFL '98 EA Sports
NFL football Madden style. The legendary gameplay that has made John Madden Football the #1 sports game of all time. The result: the most authentic NFL experience to date on the PC. Features TV style expert commentary, over 120 current and historic NFL teams, great computer AI that can adjust offenses and defenses on the fly, you can customize every detail of your dream Sunday match-ups; motion captured graphics bring the hits to life, with animations of real players. Can be played via modem and network. IBM Requires: Pentium 133, 16mbRAM, SVGA, 450KbCD-ROM, hard disk. \$50.00

MONKEY ISLAND MADNESS LucasArts
In the tradition of true Lucas Arts humor and classic graphics adventures, the Monkey Island series is brought together for the first time to create a truly unique collectors pack. This exciting pack contains *The Secret of Monkey Island*, *Monkey Island II*, and a demo of *Monkey Island III*. IBM Requires: Win '95, Pentium 90, 16mbRAM, 450KbCD-ROM, SVGA. \$30.00

MONOPOLY Hasbro
Watch the famous game come to life with superb 3D animations. With great sound effects, over 800 high-res animations, watch as tokens skip, hop, and gallop around the board; play over the internet, pit your wits against the computer. There are up to 5 computer opponents, and you can customize their behaviour and playing style. Suitable for children and adults. Up to six humans can hot-seat on the one computer. IBM Requires: 486/33+, 8mbRAM, CD-ROM, Windows '95. \$70.00

MONTY PYTHON'S The Meaning of Life T2
Based on the film, but really something completely similar yet entirely different. Experience the heart-warming miracle of birth, the joy of growing up, and the giddy thrill of getting old and dying. Utterly hilarious mysticism is infused to the game. The game insults absolutely everyone in absolutely every way. It is guaranteed to offend. Totally weird and wacky. IBM Requires: Pentium 50, 16mbRAM, SVGA, 450KbCD-ROM, Windows '95, hard disk. IBM - \$90.00

MONTY PYTHON'S PACK T2
Includes Monty Python's Complete Waste of Time game, Monty Python's Quest for the Holy Grail game, and a free copy of the Monty Python's Flying Circus Desktop Pythons. IBM Requires: 486/66, CD-ROM. IBM - \$90.00

NBA LIVE '98 EA Sports
Experience the NBA lifestyle. Hip graphics and progressive music combine with the most realistic competitive gameplay available. Power control, power moves, and point gameplay. With new direct control, watch as tokens skip, hop, and gallop around the board; play over the internet, pit your wits against the computer. There are up to 5 computer opponents, and you can customize their behaviour and playing style. Suitable for children and adults. Up to six humans can hot-seat on the one computer. IBM Requires: Win '95, Pentium 100, 16mbRAM, 450KbCD-ROM, SVGA. IBM - \$50.00

NHL '98 EA
The most realistic hockey game ever made. With coaching strategies, realistic powerplays, breakouts, forechecks, and backchecks. Authentic commentary tournament mode with 44 teams, create your own tournament and teams, over 500 real NHL player faces on the players, etc. Requires: Win '95, Pentium 90+, 450KbCD-ROM, 16mbRAM, hard disk. \$50.00

ON-LINE GAMES Sierra
Now you can play 12 of Sierra's most popular on-line games without the expense of buying full games at full prices. The on-line games included are: *Lords of the Realms II*, *Golf*, *Minigolf*, *You Don't Know Jack - the Net Show*, *Red Baron II*, *The Time War of Dr. Brain*, *Hoyle Poker*, *Hoyle Blackjack*, *Spouts 2*, *AD&D Birthright*, *The Real World*, *Winning Ways*, *Jack - Spouts*, *Neshow*, *IBM Requires: Win '95, Pentium 60, 256KbCD-ROM, 14.4+ modem, SVGA, and Red Baron requires Pentium 133, etc. \$70.00*

OVERBOARD! Psynosis
Just when you thought it was safe to go back to your PC, rising from the murky depths comes the ultimate deep-sea terror. Part arcade puzzler, part shoot 'em up, this game is a gaudy-crazy single and multiplayer game that's stuffed to the gills with maritime mayhem. And with luscious CD accelerator enhanced graphics, the view from the crew's nest is always bright and clear. Puzzles and obstacles include kankaze fish, sadistic sharks and killer parrots. Weapons include cannons, rockets, oil slicks, etc. IBM Requires: Pentium 133, 16mbRAM, hard disk, SVGA, 256KbCD-ROM. \$90.00

POLICE QUEST COLLECTION Sierra
Includes five full games, *Police Quest I, II, III*, *Police Quest: Daryl F. Gates' Open Season* and *Police Quest: SWAT*. IBM Requires: 486/33, 8mbRAM, CD-ROM, SVGA, hard disk. \$75.00

POWER CHESS '98 Sierra
Meet your perfect opponent - the Power Chess King always plays just a bit better than you - just enough to make you stretch. He remembers what you play against him - the same trick won't work twice - and as you improve, so does he. He is also the most cunning opponent you'll find in a box. When he gets ahead, he goes for the kill. When he's losing, he practically squirms. He takes chances on offense and defense. Spot his weaknesses and turn them to your advantage. The Queen of Chess also gives you training commentary on how to play or improve. Contains dozens of build-in opponents, the Queen takes you through seven famous games, an elegant collection from 2D and 3D chess sets to choose from, and a powerful engine for experts and everyone else. IBM Requires: Pentium, 256KbCD-ROM, SVGA, Win '95, hard disk, 12mbRAM. \$50.00

PRO PILOT Sierra
From your first tutorial session to the first time you solo over your home town, it's clear that this is the most technically accurate, challenging and authentically true-to-life flight simulator of commercial aircraft available for the PC. Includes 29 professionalistic cities, superior terrain, basic and advanced instruction, every flight instrument and readout is authentically functional. You can fly Cessna Skylhawk 172, Beechcraft Bonanza V35, Cessna Citation Jet 525, etc. IBM Requires: Pentium 90, 16mbRAM, 256KbCD-ROM, SVGA, hard disk. \$80.00

PGA TOUR PRO - GOLF EA
EA SPORTS - the world leader in interactive sports gaming and the PGA TOUR proudly present the golf game the world has been waiting for. Finally, playing internet golf with people from all over the globe is as easy as clicking your mouse. With a revolutionary new game engine, photo-realistic high-definition graphics, instant redraw, multiple camera angles, etc. IBM Requires: Win '95, Pentium 90.

16mbRAM, hard disk, 450KbCD-ROM, SVGA. Classic Courses Add-on course disk for use with PGA Tour Pro Golf only. Four very demanding, very different golf courses. IBM - \$50.00

PGA TOUR Laptop EA
The only golf game designed especially for laptops. Plays the same game as above, but has been optimised so that you can run a full install without taking up half your hard drive. IBM Requires: Win '95, Pentium 90, 16mbRAM, hard disk. 450KbCD-ROM, SVGA. IBM - \$50.00

RAILROAD TYCOON Deluxe Microprose
Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier. Build your own railroad in six world regions, four parts of America, Europe and Africa. Control 32 types of trains, each with its own speed and characteristics. IBM Requires: 486+, CD-ROM, 4megRAM. \$30.00

SIMCITY 2000 CD Collection MAX
This set includes *SIMCITY 2000*, the Urban Renewal Kit, *Scenarios Vol I*, and *Bonus Cities and Scenarios*. The completely revamped version of *Simcity*, with 192 views available at three magnification levels and graphics so stunning you can't put the game down. If you do a good job of running your city, people will flock to it, otherwise they'll leave. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the trends of population, budget, etc. If you enjoyed *Simcity*, you'll love *Simcity 2000*. Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM. IBM - \$50.00

Simsafari Maxis
Create and explore your own African safari park and camp! Imagine yourself in rugged bush country, peering through binoculars at vast herds of elephants, zebras and lions. Choose from exotic plants and wildlife to create your own safari park. Team with a neighbouring village and wildlife a flourishing safari camp. Pitch tents, construct lodges and building swimming pools to make part visitors happy. Even tackle wild missions. Challenge your knowledge of African wildlife with the Safari Smarts trivia game. IBM Requires: 486DX100, 16megRAM, SVGA, 256KbCD-ROM, Win '95. IBM - \$50.00

STAR WARS MONOPOLY Hasbro
The classic Monopoly game but set in the Star Wars universe. You can play any of the major characters, who move about the board in full motion, all new dialogue, over 150 film clips, great new 3D board and graphics, and up to six human players can play. IBM Requires: Pentium 90, Win '95, 16mbRAM, 450KbCD-ROM. \$80.00

STREETS OF SIMCITY Maxis
Check out your own *SimCity 2000* city or one of 50+ built-in cities, or take on opponents in an urban free for all while skidding, bootlegging and blasting away. This complete game lets you drive one of five different cars throughout your own city or game providing cities. You can simply drive through the cities, or fight battles through them. You use earnings to buy new weapons, gas, up or swap up your car with add-ons, including radar detectors, armor, etc. *Simcity 2000* is not required. IBM Requires: Win '95, Pentium 160, 32mbRAM, 450KbCD-ROM. \$90.00

TEX MURPHY: OVERSEER Access
Your client is drop-dead gorgeous. Her father is just plain dead - of apparent suicide. She's certain he was murdered and is willing to do anything to prove it. You are Tex Murphy, P.I., willing to do anything to pay your rent. Your investigation leads you to a dark secret: an elite team of specialists has created something unspeakable, and each of them is marked for death. Now only you stand between freedom and the Overseer. Features over 20 mini-mysteries as well as the primary objective, over 31 virtual reality locations, over 40 live actors to converse with, 3D exploration with full freedom of movement. IBM Requires: Pentium 133, Win '95, 16mbRAM, 2mbSVGA, 450KbCD-ROM. IBM - \$75.00

TRANSPORT TYCOON MicroProse
Construct complex road-rail-air-sea networks to shift cargo, goods and passengers through the most lucrative routes on massive SVGA 3D isometric world maps. Build stations, docks and airports and make money by connecting areas requiring transport services. Experience cut-throat rivalry, deal with characteristic town councils, cope with disasters and use new vehicles as they are introduced over time. Also the world editor that lets you build new worlds from scratch, including an alternative Martian landscape! IBM Requires: 386+, SVGA, 256KbCD-ROM, 4mbRAM, hard disk. \$24.00

THE LUCAS ARTS ARCHIVES Vol I LUC
Four complete games and a screen saver. *Indiana Jones and the Fate of Atlantis*, where Indiana needs to stop the Nazis getting their hands on the thing that sank Atlantis. *Sam & Max Hit the Road*, twisted comic humor, *Star Wars Rebel Assault*, described in the SF section, *Day of the Tentacle*, a brilliant comic spoof, and a Star Wars screen saver. IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA. IBM - \$60.00

THE LUCAS ARTS ARCHIVES Vol III LUC
Six complete games: *Star Wars Dark Forces I*, *Monkey Island* *Mulders I and II*, *The Dig*, *Full Throttle*, *Afterlife*, and a CD of demos. IBM Requires: 486/66, CD-ROM, 8mbRAM, SVGA. IBM - \$80.00

THE CURSE OF MONKEY ISLAND Lucas
Third in the legendary Monkey Island series of graphic adventures. With film quality animation, voice, sound and music - the undead come to life before your very eyes. Incredible high-resolution (640 x 480) graphics, 30 plus hours of gameplay, two difficulty settings, new and improved insults: suitable for swordfights and other fun occasions. This series is always a guaranteed laugh. IBM Requires: Pentium 90, Win '95, 16mbRAM, 450KbCD-ROM, SVGA. \$90.00

TRIPLE PLAY '98 EA
This is baseball the EA SPORTS way - definitive technology, stunning realism, intense gameplay and strategy. Triple Play '98 uses the state with a new real-time rendered 3-D game engine and the first ever two man broadcast booth. With a 3D environment, over 50 sortable stats tracked and analyzed, improved baseball AI, over 20 camera views. IBM Requires: Win '95, Pentium 90, 450KbCD-ROM, SVGA, 16mbRAM, hard disk. \$90.00

VIRTUAL SPRINGFIELD FOX
A 3D exploration of all things Simpsons! Welcome to Springfield, home of Moe's Tavern, Krusty Studios, and the Simpsons. Run loose in the streets and explore every corner of the town in a navigable 3D universe with over 50 interactive locations. Visit Bart's bedroom or the rest of the two story house, go for a ride through the streets of Springfield, listen to Bart making prank calls to Moe's Tavern, make a nuisance of yourself at the cinema. With 35,000 frames of original animation. IBM Requires: Win '95, Pentium 75, 8mbRAM, 450KbCD-ROM. \$50.00

VIRUS Telstar
The game is about a virus invading your computer. In a series of 15 missions, you must seek and destroy all the Virus strongholds scattered throughout your computer. After several training levels, you must compete against the Virus forces, to slowly eradicate the infection from your system. You have a selection of offensive, defensive and strategic vehicles at your disposal. Not to mention an advanced system of installations and factories. Combines strategy and arcade action in a 3D environment. (Of course, no virus actually invades your real computer.) IBM Requires: Win '95, Pentium 100, 16mbRAM, CD-ROM. \$75.00

WORMS 2 Microprose
They're back, they're cute, and deadlier than ever! Enter the bizarre and fantastic cartoon world of Worms 2. Wreak havoc on your rivals, in a game of revenge and petulant cruelty. Humiliate your enemies, take revenge on your family, and we will return it to the Australian distributor who you befall. When they send us the replacement, we'll get it straight back to you.

Fighting Programs

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor who you befall. When they send us the replacement, we'll get it straight back to you.



Military Simulations

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Magazine Subscriptions

COMMAND MAGAZINE

A top quality wargames magazine that contains a complete game in each issue as well as a full commentary of the topic of the game, plus numerous other articles regarding military history, from ancient to modern day. Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine. "Normal" issues normally contain one full color mapsheet and around 240 counters. The "bumper" issues have up to 2 maps and up to 1,000 counters.

\$50.00 for 2 issues ☐
\$135.00 for 6 issues ☐
\$240.00 for 12 issues ☐

CRITICAL HIT MAGAZINE

Critical Hit is a company in the USA that produces a superb ASL magazine called *Critical Hit*, released twice a year. This magazine contains ASL scenarios plus heaps of articles covering all aspects of ASL.

\$45.00 for 2 issues ☐
\$85.00 for 4 issues ☐

DRAGON MAGAZINE

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures for Forgotten Realms, Dark Sun, Dragonlance, Planescape, etc. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews on products from other companies too, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

\$27.00 for 3 issues ☐
\$51.00 for 6 issues ☐
\$97.00 for 12 issues ☐

DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Forgotten Realms, Ravenloft, or other such realms. Publication regularity is excellent.

\$27.00 for 3 issues ☐
\$48.00 for 6 issues ☐
\$86.00 for 12 issues ☐

FUTURE WARS

At last we've found another magazine totally devoted to BattleTech. Future Wars is a 56 page magazine containing up to 28 mech designs for the Inner Sphere and Clans, each design with a record sheet and background notes. It also has strategies and tactics, and other articles. The magazine is already up to issue 38 so it is not following the pathetic track record of *BattleTechnology*, which released about one issue a year towards the end.

\$43.00 for 6 issues ☐
\$77.00 for 12 issues ☐

GENERAL MAGAZINE

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations. Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

\$30.00 for 3 issues ☐
\$54.00 for 6 issues ☐
\$96.00 for 12 issues ☐

INFERNO MAGAZINE

At long last, Games Workshop are releasing a new magazine that contains only fiction, covering their various universes. There are stories and comic strips, 3D city scapes, campaign maps, all from their Warhammer Fantasy, Warhammer 40,000, Necromunda, etc. worlds. We have in stock issues 2, 3, 5.

\$10.00 for 1 issues ☐
\$57.00 for 6 issues ☐
\$108.00 for 12 issues ☐

INQUISITOR MAGAZINE

Inquisitor Magazine is made by Armorcast in the USA, and is a dedicated to Warhammer 40,000. It includes scenarios, articles, one issue had two complete Squat Army lists, (issue # 15 - still available), and also has data sheets for all manners or 40K titans and vehicles, including modified tanks!

\$22.00 for 3 issues ☐
\$40.00 for 6 issues ☐

MARS: ADVENTURES IN MINIATURE

BattleTechnology magazine has been canned by FASA, and we have been looking for a magazine to replace it. And this magazine fits the job description perfectly. The magazine features scenarios, variants, army lists, and model building tips for the following miniatures' games: Warzone, Warhammer 40,000, BattleTech, Heavy Gear, Warhammer Fantasy Battle, etc. 64 pages. First issue due August. BattleTechnology subscribers will be sent this magazine.

\$33.00 for 3 issues ☐
\$63.00 for 6 issues ☐
\$118.00 for 12 issues ☐

PYRAMID

Steve Jackson's new bi-monthly role playing magazine. It features reports on overseas cons, reviews hot selling games, such as Earthdown, contains scenarios and designer's notes on things such as GURPS, Car Wars, Toon, etc. It also has many regular features such as Steve Jackson's games news and release schedule, industry news, AADA news, etc. It also contains some rather tongue in cheek rip offs of other games.

\$24.00 for 3 issues ☐
\$45.00 for 6 issues ☐
\$86.00 for 12 issues ☐

PROTOCOLCULTURE ADDICTS

A top quality magazine on Japanese anime and manga. We have found one! *Protocolculture Addicts* is brought out bimonthly. It is produced by Janus Publications, the people who have given us *Heavy Gear Fighter*. This magazine reviews all things to do with anime: games, CDs, cartoons, books, manga, and videos. It has full features covering anime movies & videos, with episode by episode descriptions; anime stories, etc. Profusely illustrated with shots from videos, etc.

\$24.00 for 3 issues ☐
\$45.00 for 6 issues ☐
\$81.00 for 12 issues ☐

SCRYE: Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, features of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

\$24.00 for 3 issues ☐
\$43.00 for 6 issues ☐
\$77.00 for 12 issues ☐

STAR WARS ADVENTURE JOURNAL

By West End Games. Take a fascinating voyage through the Star Wars galaxy with the Star Wars Adventure Journal. Each issue features exciting adventures, new source material and tales from the Star Wars universe. Each issue contains original works of fiction, such as a short story by Timothy Zahn or Kathy Tyers.

\$20.00 for 1 issue ☐
\$57.00 for 3 issues ☐
\$108.00 for 6 issues ☐

STRATEGY & TACTICS

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as an indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategical simulations including several empires.

\$33.00 for 1 issue ☐
\$94.00 for 3 issues ☐
\$178.00 for 6 issues ☐
\$316.00 for 12 issues ☐

THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

\$27.00 for 3 issues ☐
\$51.00 for 6 issues ☐
\$97.00 for 12 issues ☐

UNSPEAKABLE OATH MAGAZINE

By Pagan Publishing, this is a dedicated Call of Cthulhu magazine. They normally release bumper double issues these days.

\$19.00 for 1 issues ☐
\$54.00 for 3 issues ☐
\$100.00 for 6 issues ☐

WHITE DWARF

White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quality glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

\$8.00 for 1 issue ☐
\$24.00 for 3 issues ☐
\$40.00 for 6 issues ☐
\$80.00 for 12 issues ☐

New Product Subscriptions

NEW AD&D ITEMS

Military Simulations is now offering AD&D new products on subscriptions, which we will send to you as soon as they are released. If you wish to subscribe to new products, you must have a credit card. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. (This offer does not include novels. See below for Novel Subscriptions).

Below are charged to your credit card
AD&D Core Rules - 6 items ☐ 10% disc
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Planescape - 3 items ☐ 10% disc
Planescape - 6 items ☐ 10% disc
Forgotten Realms - 6 items ☐ 10% disc
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Birthright - 12 items ☐ 10% disc

NEW AD&D NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new AD&D novel from the category you choose. We will only send you softcover novels, not hardbacks.

\$28.00 for 3 Planescape novels ☐
\$54.00 for 6 Planescape novels ☐
\$54.00 for 6 Forgotten Realms novels ☐
\$91.00 for 12 Forgotten Realms novels ☐
\$28.00 for 3 Dragonlance novels ☐
\$54.00 for 6 Dragonlance novels ☐

NEW BATTLETECH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new BattleTech & Mechwarrior products (not novels) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

BATTLETECH NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new BattleTech novel that FASA releases. They normally release around 4 - 6 new novels a year.

\$30.00 for 3 novels ☐
\$54.00 for 6 novels ☐

NEW CYBERPUNK ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Cyberpunk products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

NEW HEAVY GEAR ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Heavy Gear products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW RIFTS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new RIFTS products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW STAR WARS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Star Wars products (not miniatures) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

Marc Miller's Traveller Items

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Marc Miller's Traveller role playing products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW VAMPIRE ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Vampire role playing products (not novels or Dark Ages) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

NEW WRAITH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Wraith items (not novels) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

Note

When ordering a subscription to new items, such as *New BattleTech Items*, for example, we will charge your credit card for each item when we send that item to you. Your credit card will not be charged in advance.

CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

Trading Card Games

FIV SCOPRION CLAN COUP Parts I and III

Five Rings Publishing have released Scorpion Clan Coup, a play-by-itself expansion for Legend of the Five Rings, in three parts, each part having 60 Limited Edition cards to collect. The good news being that you only have to buy around half a display to collect those 60 cards. We have overstocks on Parts I and III, so there they are:

SCC #1 Starter Deck 60 cards, rules \$8.50 Normally \$15.00
 SCC #1 Booster Pack 11 cards \$2.10 Normally \$3.80
 SCC #1 Combo 6 Starters, 24 Bstr \$95.00 Normally \$181.20
 SCC #1 Booster Display 46 Boosters \$90.00 Normally \$174.80
 For a thousand years the Scorpion Clan has served the Emperor. But now, Bayushi Shoji, Scorpion Daimyo, has discovered a secret too dire to hide, too powerful to ignore. Fate forces his hand, now is the time of treason. He must lead his Clan against the Emperor himself, otherwise the Emperor will bring doom upon the land for a thousand years.

SCC #3 Starter Deck 60 cards, rules \$8.00 Normally \$15.00
 SCC #3 Booster Pack 11 cards \$2.00 Normally \$3.80
 SCC #3 Combo 6 Starters, 24 Bstr \$90.00 Normally \$181.20
 SCC #3 Booster Display 46 Boosters \$85.00 Normally \$174.80
 Now the self-proclaimed emperor, Bayushi Shoji sits on the throne while all the other clans bar the Crab assault the Imperial Capital, hoping to remove him. Now Crab clan arrives, but will they stand with Bayushi and the Scorpion Clan, or will they side with the others and help them remove Bayushi from the throne?



ICE MIDDLE EARTH LIDLESS EYE

With the release of this fully compatible and stand alone supplement, players will be able to play one of the nine Nazgul, the shadowy Ringwraiths in the service of Sauron, and use minions as "characters", forming companies and gathering power to advance Sauron's cause in Middle Earth. Your goal is to martial enough resources so that Sauron will be confident enough to send you and your armies to launch the first blow necessary to crush the Free Peoples. Has over 350 cards with beautiful artwork, including all the various minion sets that Ringwraiths can use such as Dol Guldur, Carn Dum, etc., with rules in the Starter Decks. You can compete against opponents playing as wizards, or as other Ringwraiths.

Lidless Eye Starter Deck 76 cards, rules \$10.00 Normally \$17.00
 Lidless Eye Booster Pack 15 cards \$2.95 Normally \$4.95
 Lidless Eye Starter Display 10 decks \$90.00 Normally \$170
 Lidless Eye Booster Display 36 packs \$95.00 Normally \$180

ICE MIDDLE EARTH AGAINST THE SHADOW

Over 140 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on the Wizard player, using resources from ME: The Wizards, competing against a Ringwraith player. But so that Ringwraiths can match Wizards in the full range of strategies available, more Ringwraith resources are included. Also new hazards, new items, factions, rings, spells.

Against Shadow Booster Pack 15 cards \$2.95 Normally \$4.95
 Lidless Eye Booster Display 36 packs \$95.00 Normally \$180

Wargames

CH CRITICAL HIT ASL SPECIAL

Crazy Special \$63.00 Normally \$99.00
 For this special we are offering five popular Critical Hit products, which are full of scenarios and campaigns for Advanced Squad Leader.

Platoon Leader 2.0 Prim Crazy \$13.00 Normally \$19.00
 This second edition includes complete campaign game rules, ready to slip into your ASL rulebook, and all the scenario details required to run the campaign game Primosele Bridge, which depicts the fight for the bridge called Primosele in Sicily, 1943, between German and British paratroopers. Includes campaign, new rules, color overlays, etc.
 Gembloux: The Feint Crazy \$20.00 Normally \$29.00
 A set of eight scenarios and a new Platoon Leader campaign game. The set depicts the fighting during the Battle of France

1940 including an historical booklet. Includes a full color map extension depicting a Belgian village, play aids, etc.

Critical Hit Magazine 4.1 Crazy \$12.00 Normally \$18.00
 Includes 7 color counters, six scenarios being Poland 1939, Russians try to break out of the Kiev pocket, France 1944, Canadians in action 1944, a disastrous US attack in Germany 1944, West Front 1945. Also an indepth look at para-drops, play notes on the Canadian army, scenario replays, etc.

Critical Hit Magazine 4.2 Crazy \$11.50 Normally \$17.00
 56 pages, with color cover and map on the backcover. Includes many articles plus 8 scenarios, which include a failed German assault on a US held village, the Italian Semovento 90 da 53 in action, Yugoslavian partisans in action, etc.

Aussie Pack '97 Crazy \$11.00 Normally \$16.00
 A fresh batch of eight hand-crafted scenarios designed by the Paddington Bears ASL Club of Sydney. The scenarios include a battle in the Spanish Civil War, China versus Japan in 1937, France 1940, Russia Front 1942, Guadalcanal 1942, Tunisia 1943, Burma 1943 and 1942.

AH STARSHIP TROOPERS - THE MOVIE

Crazy Special \$45.00 Normally \$60.00
 One of Avalon Hill's best productions, this excellent game is a faithful representation of the hit movie, *Starship Troopers*. You'll lead a squad of Starship Troopers against giant, fierce bugs on a barren and forbidding planet. The game board has randomly placed features so no two games are alike. Can you hold off the limitless hordes of flying, crawling and digging bugs while attempting to locate and nuke their lairs? The final objective - kill the brain-bug! Can your technology survive against their numbers? With full color stand-up counters with photos of the troopers and bugs, and a stunning mounted mapboard. Rules are nice and simple, and games take around one hour.

AH TITAN - THE ARENA

Crazy Special \$27.00 Normally \$40.00
 Like the bloodthirsty spectators of an ancient Roman coliseum, players wager on the outcome of each bloody battle. The game transports them to a fantastic world of Dragons, Cyclops, 6-headed Hydras and other evil creatures where quick and deadly battles for survival ensue. Each of the 2-5 players uses strategy and cunning, together with some good luck, to protect their wagers and to keep their monsters alive until the end of the game. With 110 cards of 8 major creatures, 88 creature strength cards, 11 minor creatures, 25 wagering chips, etc. Each creature has its own characteristics. \$36.00

GW SPACE HULK

Crazy Special \$70.00 Was \$100.00
 Perhaps the most popular Science Fiction boardgame of all time has been re-released in an all new, updated version. Set in the depths of space, vast derelict space craft drift ever closer toward the Imperium. Clad in mighty Terminator armor, the Space Marines board these derelict hulks and come face to face with the greatest threat to the Imperium - hordes of ravenous Genestealers, sent by their Tyrant masters to subvert mankind. There is a book with 48 missions set out in color, and the Space Marine player must attempt to complete the wide variety of missions, with a time limit and limited initiative. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, counters, 24 space hulk doors, banners & transfers, and 7 dice. The quality of the components is nothing but exceptional. Excellent!

Role Playing Games

RTG BUBBLEGUM CRISIS SPECIAL

Crazy Special \$41.00 Normally \$68.00
 BubbleGum Crisis is one of the most popular roleplaying games at the moment. We offer the game plus one module, BubbleGum Crisis RPG. Crazy \$25.00 Normally \$39.00
 Based on the hit anime video series, the BubbleGum Crisis RPG is packed with art and information never before published in English in 2033 AD, the AD Police were established as a special branch to deal with riots and terrorism. They now use military weapons, armored vehicles, and powered armor to protect MegaTokyo from the Boomers that increasingly rampage through the city. Yet even bravery and firepower of the AD Police are insufficient when faced with Genom's ever-evolving combat Boomers. MegaTokyo needs help. And like it or not, it will come from The Knight Sabers, a mysterious team of vigilantes stalking MegaTokyo, battling Genom's powerful combat Boomers, equipped with weapons years in advanced of others: hardsuits and robotic motorcycles.

BC: Before & After Crazy \$19.00 Normally \$29.00
 Details the events, characters and equipment from the two spin-off series from BGC: AD Police which takes place before BubbleGum Crisis, where before the Knight Sabers, only the AD Police stood between man and machine; and BubbleGum Crash, set after BGC, where amidst a sea of robots and androids, the ultimate evil is back - and only the Knight Sabers stand between MegaTokyo and the total destruction of BubbleGum Crash. Packed with new equipment, weapons, boomers, hardsuits, power armor.

TSR AD&D PLAYERS HANDBOOKS

Crazy Special \$310.00 Normally \$480.00
 Yes, we are crazy! Here we offer all fifteen Players Handbooks, in the one special. Now you can be any AD&D player character, and have all the info at hand for each!
 Complete Fighter Manual Crazy \$22.00 Normally \$32.00
 Covers character creation, warrior kits (sub-classes like Amazon, Barbarian, Berserker), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, weapons, variant armor, & more! 124 pp.
 Complete Thief Manual Crazy \$22.00 Normally \$32.00
 Includes the Code of the Professional, new proficiencies, thief kits (sub-classes like acrobat, spy, bounty hunter, etc.), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc.), & the Thief Campaign!
 Complete Priest Manual Crazy \$22.00 Normally \$32.00
 Features the basic premise of Clerics & pantheons, complete for designing new faiths, sample priesthods (ie: Arts, Death, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items.

Complete Wizard Manual Crazy \$22.00 Normally \$32.00
 Detail the role of Schools of Magic in AD&D and how to create new Schools for campaigns. Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages.

Complete Psionics Manual Crazy \$22.00 Normally \$32.00
 Covers the Psionicist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairvoyance, Psychokinesis, Psychometabolism, Psychoportation, Telepathy, and Metapsionics! 128 pages.

Complete Dwarf Manual Crazy \$22.00 Normally \$32.00
 Features 6 Dwarf Subraces, Dwarf culture & ideals, character creation, proficiencies, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play.

Complete Bard Manual Crazy \$22.00 Normally \$32.00
 Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc), dual-classed or multi-classed Bards, Dwarfen Chanters, Elven Minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc!

Complete Elf Manual Crazy \$22.00 Normally \$32.00
 Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funeral ceremonies, arcane proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, bladesinger, etc), and more! 118 pages.

Complete Gnome & Halfling Manual Crazy \$22.00 Normally \$32.00
 Details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins, who have turned stealth into an art form that makes ninjas look like elephants. This book promotes character development & enriches the game environment.

Complete Humanoids Manual Crazy \$22.00 Normally \$32.00
 Drastically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just humans, elves, dwarves, etc.

Complete Ranger Manual Crazy \$22.00 Normally \$32.00
 Details rangers, loners who brave the wilds and unknown, tracking, seeking, and hunting. This book details all relevant rules and tables, their skills and development, kits such as Forest Runners, Falconers, Guardian, Pathfinder, Stalker, etc. With new spells and magic items, new proficiencies, etc. 128 pages.

Complete Paladin Manual Crazy \$22.00 Normally \$32.00
 In the fight against evil, the paladin stands as Good's supreme, undaunted champion. This accessory helps you to play the noblest warriors of AD&D. Create or enhance your paladin with new proficiencies and equipment, new rules for bonded mounts, and paladin kits like the divine, envoy, ghosthunter, skydiver, and indomitable wyrm-slayer.

Complete Druid Manual Crazy \$22.00 Normally \$32.00
 Druids love forests, but they also love the arctic tundra, tropical rain forests, savannas, even the fungi caverns of the Underdark.

Complete Barbarian Manual Crazy \$22.00 Normally \$32.00
 Warriors, thieves, and spellcasters from primitive societies, even Stone Age fantasy cultures. New skills, expanded rules, nonhuman barbarians, etc.

Complete Ninja Manual Crazy \$22.00 Normally \$32.00
 Presents the ninja, a combination of spy, thief, and secret warrior, who takes on the most dangerous and deadly missions of all. Humans from any culture can become ninjas.

TSR AD&D COLLECTOR'S SPECIAL

Crazy Special \$56.00 Normally \$128.00

We have been able to track down the three most crucial Al-Qadim campaign setting products, which have not been available for some time now. They are:

Al-Qadim Arabian Adventures \$19.00 Normally \$38.00

The Al-Qadim campaign setting. This 160 page hardback book describes the land of Zakharra, the people's virtues (honor, family, purity, hospitality), character creation, 20 new PC class kits (corsairs, mystics, clerics, etc), proficiencies (begging, display weapon prowess, Genie lore, grooming, etc), desert survival, Calling Upon Fate, the Evil Eye, Sha'ir abilities, elements, etc!

Al-Qadim Land of Fate Crazy \$20.00 Normally \$40.00

A boxed set with further campaign details. Describes geographic features, towns, life, attire, marriage, slavery, life in the desert, blood feuds, Sheikhs, attire & vanity, camels, 12 tribes of the High Desert and Haunted Lands, local deities, the Savage Gods, 27 cities, legends, the calendar, the law, local secrets, magical items, and four 21x32" color maps!

Al-Qadim City of Delights Crazy \$20.00 Normally \$50.00

A boxed set that reveals the desert metropolis of Medina Al-Huzzar; delve into the exalted intrigues of the Caliph's court and harem, or explore the more mundane streets where merchants and beggars mingle. Includes maps of the city & sprawling palace.

TSR D&D GAZETTEERS

Crazy Special \$43.00 Normally \$104.00

We are frequently asked if we can get hold of any TSR D&D Gazetteer sourcebooks. Well, we found some! Although written for D&D, they can easily be used as campaign backdrops for AD&D adventures.

GAZ2 Emirates of Ylarumam Crazy \$7.00 Normally \$16.00

Details everything from the desert realm's bustling capital city to lowly caravan villages where merchants and thieves ply their trade under a remorseless sun.

GAZ4 Kingdom of Ierendi Crazy \$7.00 Normally \$16.00

A hardy nation composed of ten separate tropical islands, and a haven for colorful buccannery, privateers and smugglers. Includes rules for naval warfare.

GAZ7 Northern Reaches Crazy \$8.00 Normally \$18.00

Details the three rugged Viking nations: Soderford, Vestland and Ostland. With separate Player's & DMs books, a double sided map, and rules on Plunk Magic.

GAZ11 Republic of Darokin Crazy \$8.00 Normally \$18.00

In Darokin, power comes from wealth, whilst social and political influence is tied directly to the success of commerce. Includes a daring Merchant class character.

GAZ12 Golden Khan Crazy \$8.00 Normally \$18.00

A land of vast plains peopled by fierce horse tribes, who are now united by a single heroic leader, the Golden Khan of Ethengar. Includes a shaman character class with unique spells.

GAZ13 Shadow Elves Crazy \$8.00 Normally \$18.00

Describes in detail the vile Shadow Elf underworld realm - a violent empire that seeks to invade the surface lands. Includes the Soul Crystals & mystical powers for shamans.

FAS SHADOWRUN SPECIAL

Crazy Special \$50.00 Normally \$82.00
Here are three popular and crucial Shadowrun sourcebooks to enhance your games:
Cyberpirates Crazy \$19.00 Normally \$29.00
Smugglers, cutthroats and bloodthirsty thieves rule the seas from the Caribbean to Africa's Ivory Coast. Focuses on these unique Shadowrunners and the places they call home, from islands to governments to corporations.
Rigger 2 Crazy \$19.00 Normally \$29.00
Overhauls and expands on the rules for riggers in Shadowrun. From creating a rigger character to down and dirty vehicle combat to electronic warfare. Also rules for robotics, vehicle construction, comprehensive vehicle instruction, drones, etc.
Target UCAS Crazy \$16.00 Normally \$24.00
For GMs and players, gives adventure frameworks set in the following explosive cities: Boston, Detroit and Chicago where chaos reigns after the assassination of Dunkelzahn. Has Chicago finally been cured of the bugs? Or is the cure worse?

CRU HIDDEN INVASION

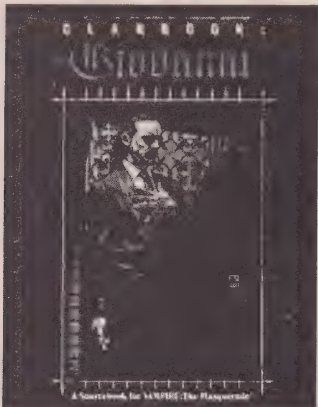
Crazy Special \$25.00 Normally \$35.00
It has taken us over a year to obtain more stocks of this X-Files style game, but at last, we found it! Mysterious lights appear in the evening skies. Strange sightings in remote parts of the world. Men in black harassing innocent people about what they have seen. Alien beings threaten our world. Humans are used for genetic experiments. The game details the alien races active on Earth, as well as their technology, underground bases, secret networks, human co-conspirators, and who the aliens have under their control!

WES STAR WARS TECHNOLOGIES

Crazy Special \$50.00 Normally \$75.00
We offer here all three Star Wars Tech books - you'll have more gadgets than you can point three sticks at!
Fantastic Tech: Droids Crazy \$17.00 Normally \$25.00
Cynabar's Fantastic Technology: Droids. Gives players and GMs a detailed look at these fascinating machines, from the lowliest astromechs to the fiercest combat units. With a complete droid construction system, scenario hooks, descriptions & illustrations of dozens of droids.
Galadinium's Fantastic Tech Crazy \$17.00 Normally \$25.00
From an Abyssal grafting patch to the Verpine Scatter Gun, this catalog contains essential adventuring gear for rough and tumble encounters. With sections detailing weapons, micro-electronics, survival gear, droids and medical supplies, Galadinium's catalog of wares will prove to be indispensable.
Fantastic Tech: Personal Crazy \$19.00 Normally \$27.00
Gundark's Fantastic Technology Personal Gear: Gundark is one of the most notorious illegal arms dealers in the galaxy, and now for the first time, his catalog of illicit wares is available to you. From the ABC anti-personnel canister to comm equipment.

WW VAMPIRE CLAN BOOKS SPECIAL

Crazy Special \$41.00 Normally \$64.00
The Vampire Clan Books are the most popular items in the Vampire line, enabling you to roleplay a specific clan. So here are the latest few Clan books, on special:
Clan Book: Tzimisce Crazy \$11.00 Normally \$16.00
Known friends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortals' legends of vampires in the night. In rejecting their humanity, the Tzimisce hope to attain something more. This book is strictly Adults Only. You cannot order it unless over 18 years.
Clan Book: Lasombra Crazy \$11.00 Normally \$16.00
From their webs of shadows the Lasombra guide the destiny of the dread sabbat. Unseen even by mirrors, these lords of darkness glide through the night they rule, orchestrating the rise and fall of kings and kindred.
Clan Book: Giovanni Crazy \$11.00 Normally \$16.00
The last Clanbook is the Giovanni, who are final in so many ways. Steeped in blood and treachery, this sinister clan of necromancers worms its way through the night while feigning non-involvement. With its connections to the Mafia. Discover the bloody legacy of these insular undead, and their even deadlier future.
Clan Book: Ravnos Crazy \$11.00 Normally \$16.00
Gypsies, vagabonds, and charlatans, the cunning vampires of Clan Ravnos roam the night as they indulge in the most dangerous of games - lying to the liars, tricking the tricksters, receiving curses.



WW VAMPIRE CITIES OF DARKNESS

Crazy Special \$36.00 Normally \$64.00
We are offering two Cities of Darkness sourcebooks for Vampire - so now you can add chilling depth to your Vampire campaigns by visiting famous cities by night:
Cities of Darkness #1 Crazy \$19.50 Normally \$32.00
City life crushes our spirit. Traffic. Crime. Corruption. Inhumanity. Rumors and legends abound as we strive to cope with each horror and save what's left of our identities, before we become the monsters that stalk the urban sprawl. But for some it's too late. Combines *C.C. By Night* and *New Orleans by Night*. What goes on in the nation's capital and America's party town after night, when the undead come out? It's all one big celebration.
Cities of Darkness #2 Crazy \$19.50 Normally \$32.00
Includes *Berlin by Night* and *Los Angeles by Night*, two cities united in their fight for freedom, Berlin from under mortal domination, and LA, from under vampire rule.

Novels

TSR AD&D Dragonlance "The Beginning"

Crazy Special \$43.00 Normally \$66.00
If you are new to AD&D, or are curious as to the immense history that surrounds the Dragonlance world, then go back to the beginning by reading the six original Dragonlance novels:
Dragons of Autumn Twilight Crazy \$7.50 Normally \$10.95
Dragons have returned to Krynn. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, kender, warrior, dwarf and mage search for the legendary Dragonlance.
Dragons of Winter Night Crazy \$7.50 Normally \$10.95
The adventure continues... treachery, intrigue, and despair threaten to overcome the Heroes of the Lance in their epic quest. Now they search also for the Dragon Orb.
Dragons of Spring Dawning Crazy \$7.50 Normally \$10.95
Hope dawns with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a titanic battle with Takhisis, Queen of Darkness.
Time of the Twins Crazy \$7.50 Normally \$10.95
The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him, Crysanis, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin.
War of the Twins Crazy \$7.50 Normally \$10.95
Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysanis forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a time loop that will destroy him.
Test of the Twins Crazy \$7.50 Normally \$10.95
Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis.

CHACthulhu Mythos Anthologies

Crazy Special \$51.00 Normally \$77.00
Four more anthologies set in the world of HP Lovecraft:
Xothix Legend Cycle Crazy \$12.00 Normally \$17.50
The complete Mythos fiction of Lin Carter.
Nyarlatheop Crazy \$12.00 Normally \$17.50
The Mighty Messenger of the Outer Gods, Nyarlatheop has also been known to deliver tidings from the Great Old Ones. All of these stories revolve around this god of a Thousand Forms.
Singers of Strange Songs Crazy \$15.00 Normally \$21.00
Eleven new tales of horror, as well as three reprints of excellent but little known work by Mr. Lumley.
Scroll of Thoth Crazy \$15.00 Normally \$21.00
Twelve tales of the Cthulhu mythos by Richard L. Tierney, all focusing upon Simon Magus and the Great Old Ones.

Miniatures & Rules

WRG Armies of the Middle Ages Vol 1

Crazy Special \$5.00 Normally \$38.00
1300 - 1487 AD. A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights' banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. It covers the make up of men-at-arms, including ratio of bannerets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each belligerent. 192 pages.

GZD Fantasy Heroine with Sidekick

Crazy Special \$4.00 Normally \$5.50
These two fantasy females look very much like a famous pair of fantasy Greek women, who appear on TV every week. Shown in actual size. If you want them individually:
Fantasy Heroine Crazy \$2.25 Normally \$2.75
Fantasy Heroine's Sidekick Crazy \$2.25 Normally \$2.75



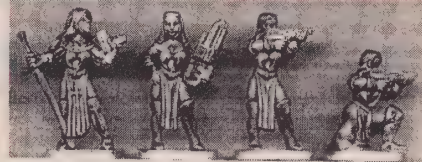
GZD Spice Marines

Crazy Special \$10.00 Normally \$13.75
Five female space marines, dubbed "Spice Marines". Gee, they look familiar too. What's going on here? Arms and weapons are separate, so there are heaps of variations possible. Figures are 30mm tall. Also available individually, as follows:
Brunette Spice Marine Crazy \$2.25 Normally \$2.75
Negro Spice Marine Crazy \$2.25 Normally \$2.75
Spice Marine, Platform Shoes Crazy \$2.25 Normally \$2.75
Blonde Spice Marine Crazy \$2.25 Normally \$2.75
Spice Marine doing side-kick Crazy \$2.25 Normally \$2.75



GZD Four New Nuns with Guns

Crazy Special \$8.00 Normally \$11.00
Four new gun-totting nuns, standing 30mm tall. Also available individually:
Nun with sword & gun Crazy \$2.25 Normally \$2.75
Nun with very big gun Crazy \$2.25 Normally \$2.75
Nun firing gun Crazy \$2.25 Normally \$2.75
Nun kneeling with gun Crazy \$2.25 Normally \$2.75



RAL Innersphere OmniMech Lance

Crazy Special \$28.00 Normally \$48.50
It's time for the Innersphere to hit back! Now fielding their own OmniMechs, the Innersphere can really hurt the Clans. Here are four of the best OmniMechs, on special!
RAL20665 Sunder OmniMech Crazy \$9.50
RAL20679 Raptor OmniMech Crazy \$6.50
RAL20690 Owens OmniMech Crazy \$6.50
RAL20757 Strider OmniMech Crazy \$7.50

RAL Innersphere Assault Lance

Crazy Special \$29.00 Normally \$50.50
And to hammer the nails into the Clans' coffin, here is one savage Innersphere Assault Lance!
RAL20675 Nightstalker Assault Mech Crazy \$8.50
RAL20845 Atlas Assault Mech Crazy \$8.00
RAL20838 BattleMaster Assault Mech Crazy \$7.50
RAL20862 Stalker Assault Mech Crazy \$7.50

WRG D.B.A. Special

DBA are easy to learn, brief ancients and medieval miniatures rules, requiring only 24 to 48 figures per army. They are also the perfect introduction to DBM. So here we offer the rules plus a huge variety of armies (only one option provided for each army, with no discounts).
D.B.A. Rules Version 1.1 Crazy \$9.00 Normally \$16.00
The new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's *fast play* ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 48 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games.
D.B.A. Armies for \$20.00 Early Hoplite Greek, Early Spartan, Early Archamenid Persian, Later Hoplite Greek, Later Archamenid Persian, Gallic, Alexandrian Macedonian, Alexandrian Imperial, Early Ptolemaic, Camilian Roman, Polybian Roman, Early Imperial Roman, Middle Imperial Roman, Later Imperial Roman, 100 Years War English.
D.B.A. Armies for \$25.00 Antigonid, Later Ptolemaic, Pyrrhic, Ancient British, Feudal French, Later Crusader, Mongol, Medieval French.
D.B.A. Armies for \$30.00 Early Seleucid, Later Seleucid, Eumenid.
D.B.A. Armies for \$35.00 Classical Indian.
Other armies required quoted on request, if available.

IRR 25mm Dwarf Grab Packs

Here we are offering three types of 25mm dwarves, which stand 25mm high. There are four actions in each type, and the more you buy, the bigger the discount. You can also mix and match the three types together.

Types of Dwarf	No. of Figures				
	5	10	20	50	100
Handweapons	\$7.5	\$14	\$26	\$48	\$90
Crossbows	\$7.5	\$14	\$26	\$48	\$90
Spear & Shield	\$7.5	\$14	\$26	\$48	\$90



GW Necron Introductory Deal

In order to make it easier for you to start making a new Necron army, we are offering the boxed set at a low price. It has 5 Necron Raiders and 2 Scarabs. See the miniatures section to see what other figures you can use with this boxed set.
CIT978177 Necron Raiders Crazy \$29 Normally \$40

GW WH Fantasy Chaos Introductory Deal

In order to make it easier for you to start making a new Warhammer Fantasy Chaos army, we are offering the new boxed set of Chaos Warriors at a low price. It has 12 plastic Chaos Warriors with separate arms, shields, and heads, and a plastic movement tray. See the miniatures section to see what other figures you can use with this boxed set.
CIT979578 Chaos Warriors Regt Crazy \$26 Normally \$35

Computer Games

SSI The Definitive Wargames Collection 2

Crazy Special \$30.00 Originally \$50.00
No longer available, this huge four CD set has everything a wargamer could want - a dozen hard to find historical and hypothetical wargames

Crusades. Arms, armor, tactics, and a detailed history are all presented. 64 pages, plates by Angus McBride. \$24.95

ELITE23 THE SAMURAI One of my favorite Osprey books - this one covers the Samurai from 935AD until 1600 AD, with the most stunning color plates I've seen by Angus McBride - full armor details for samurai in the time of the Mongol invasion, etc! \$27.00

MAA151 THE SCOTTISH & WELSH WARS 1250-1400 Despite the Normans conquering the Anglo-Saxon England in 1066, it was another two centuries before the Anglo-Norman kings penetrated the wild interiors of Wales & Scotland, and many more before they were united under the one crown. \$19.95

MAA94 THE SWISS AT WAR One of the best MAA books. The whole book presents the develop of the Swiss army by presenting detailed accounts of battle after battle, showing the Swiss changing from all halberdiers to mixed pikes and halberds. \$20.00

MAA210 THE VENETIAN EMPIRE 1200-1670 AD The city state of Venice in Italy had an extremely individual history & involvement during the Middle Ages. It had it's own fleets, an extremely aggressive merchant empire (3,000 ships by 1450AD), and saw much combat against the other Italian city states, including river warfare, and a heavy reliance upon the condottieri (mercenaries). \$19.95

MAA145 THE WARS OF THE ROSES This was in fact a dynastic struggle between the English houses of York and Lancaster, really only involving the aristocratic families of those houses and their followers. A unique tactical study, for this war was one of the only ones in which both sides used longbows. \$19.95

Gun Powder Era

ELITE62 AMERICAN CIVIL WAR ZOUAVES American Zouaves regiments, being filled with foreigners, based themselves on the fine reputation that had been built up by the French Zouaves. This book examines them in detail during the US Civil War. \$20.00

CAMP2 AUSTRALITZ 1805 One of the most significant Napoleonic battles. Napoleon was cut off from his supply lines, and opposed by a joint Russian/Austrian army, yet he still managed to win. How did he manage such a feat? \$27.95

BATTLE IN THE CIVIL WAR This stunning little history book is by Paddy Griffith. It is a step by step explanation of how the Blue and Gray armies squared up to fight each other; how they maneuvered on the battlefield and what happened when they came to close combat. With lots of great illustrations. \$22.50

MAA301 BOER WARS (I) 1836-1898 AD The Boer Wars saw the Dutch settlers in South Africa, the Boers, crush almost everything the English and local Africans could throw at them. Gives heaps of detailed descriptions of battles & skirmishes, including wagon laager battles and small units of mounted Boers taking on thousands of Ndebele. \$20.00

MAA303 BOER WARS (II) 1898-1902AD The Boers manage to impose their authority over the black population by the mid 1890s, but by 1902 they were defeated by the British. \$20.00

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Totally Unsuitable For Solitaire Play #	Fairly Suitable For Solitaire Play ##
Highly Suitable For Solitaire Play ###	Can Only Be Played Solitaire ####

Company Codes

ADG Australian Design Group	AH Avalon Hill
COA Clash of Arms	COM Command Map (XTR)
FAS FASA Corp.	GAM Games Workshop
GDW Game Designers Wkshp	GMT Not Get More Tanks!
GRD Games Research & Design	IRO Iron Crown Enterprises
JED Jeddo Games	MB Milton Bradley Games
SDI Simulation Design Inc.	STE Steve Jackson Games
S&T S & T Magazine	SUP Supremacy Games
TAS Task Force Games	TGI The Gamers Inc
VIC Victory Games	3W World Wide Wargames
WES West End Games	WIZ Wizards of the Coast

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Xeno Alexander's Generals ★/
A magnificent game from Xeno games, this is the game of Alexander the Great's Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley's *Shogun*. For 2-6 players, each with two historical generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy & Menelaos, etc. The sixty province cards are dealt equally to each player, and players then place their armies and garrisons. Armies have up to 18 units, and all stand-up counters have two sides, for fog of war. Units include cavalry, elephants, phalanx, missile troops, skirmishers, garrisons and triremes. Rules are nice and simple, so you can concentrate on playing the game! For combat, each unit has an attack value against each other type of unit. For example, Elephants kill cavalry on 5+ on a D10, and skirmishes kill elephants on 7+ on D10. Players receive recruitment points from the provinces owned, and certain provinces provide certain troop types at a discount. 23"x35" color map, 552 color stand-up counters, 60 province cards, 4 D10 dice. \$59.95

DEC Battles of Ancient World Vol. II ★/
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A 3 to 5 player game that covers 1000 years of British history where tenacious English tribes had to compete for real estate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. With 256 counters and a 22"x24" mapboard. \$55.00

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2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 2500BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth & build cities which in turn attract commerce, this trade b/n empires fosters social & technological growth. \$85.00

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AH History of the World ★/
A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandoning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minoans of Crete to Alexander the Great to Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. \$80.00

3W Ironsides ★/
Presents four scenarios from the English Civil War, being the Edgehill Campaign, the campaign leading to Marston Moor, the rebellion in Ireland (to be played solitaire) and Scotland. Has 500 counters, 2 34"x22" maps, rules. \$35.00

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960 stunning counters giving each type of fighting unit of Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. Battles include Pharsalus in Thessaly, between Caesar and Pompey, Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! \$90.00

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A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. Can you, as a leader of a major state or neighboring country, expand your influence over the Italian Peninsula and bring it under your control? Or will a smiling ally defeat your most careful plans by a treacherous stab in the back. The game is your most careful plans by a treacherous stab in the back. The game is built upon the elegantly simple system and mechanics of Diplomacy, but also adds sieges, bribes, garrisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. Mounted 22" x 32" mapboard, 520 counters. \$70.00

AH Maharaja ★/
A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and the unification under British rule. In this sister game of *Britannia*, each player controls several nationalities. Game mechanics are simple, allowing players to concentrate on fast moving game play. 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. \$65.00

AH New World ★/
2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonize the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, or push out to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. \$55.00

AH Republic of Rome ★/
An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs, each representing a faction of influential Senators vying for the Consulship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! \$85.00

GMT Samurai ★/
Fifth game in the SPQR series. This game covers all the major battles of the Sengoku Jidai, the Age of Warring Daimyos, in the 16th Century. There is a revamped command system that simulates the clan oriented levels of leadership, plus simplified shock and fire mechanics. Includes counters of individual samurai who can challenge opponents to collect honor, and if you ignore the challenge you can lose honor and be forced to commit seppuku. Battles include burning castles, thunderstorms, volley-firing musketeers, & are: Okeshazama, Anegawa, Kawanakajima, Mikata-ga-Hara, Nagashino and Sekigahara. 850 counters, two backgrounded 22x34" maps, rules, scenarios, etc. \$90.00

GM Samurai Card Game ★/
Become a samurai warrior in the Sengoku period (1467-1568), seeking to gain honor by serving a feudal warlord, his daimyo. Should he follow the honorable paths of loyalty and swordsmanship, or the dishonorable

but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. For 3-6 players, ages 10+. With simple rulebook, score counter, 8 dice with clan emblems on each face, two decks of cards with stunning art. \$39.95

MB Samurai Swords ★/
Milton Bradley has re-released *Shogun*, now re-titled *Samurai Swords*. This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-16th century, the Age of War in Japan. Five formidable warlords prepare for a climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samurai warfare. Their goal? To crush the enemy and earn the exalted title of Shogun. Only one can succeed! You have three daimyos leading field armies, garrisons, and you build castles, fortifications or more troops, hire ninjas, but be on the watch for those backstabbers! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, army cards, production secrecy screens, simple to follow rules, plastic swords, 72 domain cards, etc. \$89.95

AH Successors ★/
The time was 326BC, and Alexander the Great had just died. Alexander had made no provisions for an orderly succession, so in a short time his Macedonian generals would be fighting among themselves to control his vast empire. A 3 to 4 player game. The beautiful mounted mapboard stretches from Europe to Persia. Each player commands two or more of the 11 generals. With a unique multi-player strategy game format, special small scenario and larger games, 64 playing cards, mutiny, assassins, sieges, naval combat, defections, 3 counter sheets. \$99.00

COA The King's War ★/
A two player operational simulation of the English Civil War. Each leader has his own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign. 500 counters, Covers walled towns, fortresses, sieges, regional politics, weather, the clubmen, revolts, recruitment, Scottish intervention, etc. 22x34" map, player aid maps, charts, rules. \$60.00

MAY The Settlers of Catan 2nd Printing ★/
This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on the remote island of Catan by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended. \$70.00

Napoleonic Era

COA 1807: The Eagles Turn East ★/
1807: The Russians have abandoned Warsaw with the French in hot pursuit. Murat leads a triumphal entry into the ancient capital, Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have any best chance of success. He orders Lannes to cross over, with 400 counters representing every major commander individually rated, brigades, divisions, corps, artillery, cavalry, & infantry. \$75.00

Art of War Magazine # 23/24 Includes a module for 1807. \$7.00

The Art of War Magazine # 25 Clash of Arms magazine. This issue contains a narrative history for 1807: The Eagles Turn East. \$4.00

3W Battle Of The Alma ★/
The first major battle of the Crimean War. The first combined British and French frontal assault on the bluffs suffered horrendous losses due to leadership problems and stiffness of the Russian defenses. But the second Allied attack took the bluffs - the whole affair taking less than 12 hours. Includes 300 excellent full color counters, 2 34"x22" maps, play aid cards, etc. Highly suited to solitaire play, the chief focus of the game being leadership. \$25.00

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An extremely fast paced 1 to 4 player game of the high days of pirates. You command several historical pirates and King's Commissioners. Fast action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. 2 mounted mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. \$85.00

GUS BORODINO ★/
Another stunning Napoleonic game by Games USA, this one featuring one of the most exciting battles of that time - the titanic clash between Napoleon and the Russians at Borodino in 1812, two massive armies that in the end drew a stalemate. Giving a "miniatures feel", the counters of divisions are 1" by 1/2", with area movement on the map, so your units look like divisions arrayed in line for battle. Features every major corps, wing and army leader, units are divisions for infantry, brigades or regiments for cavalry, and artillery in batteries of 4 - 8 guns. With four scenarios, including the full battle. Back printed with counter sheet, infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, providing fog of war. With 340 counters, 18"x25" area movement map, rules, scenarios. \$43.00

COA Close Action - Fighting Sail ★/
The Age of Fighting Sail. Allows you to captain a ship of the line in 24 scenarios spanning the years 1780-1815, with a miniatures ship to fleet actions. Covers the American War of Independence and the war of 1812, & the bitterly contested wars of Napoleon. Range attenuation and damage charts allow assessment and allocation to occur in real time. With 70 colorful ship counters, 140 status markers, charts, tables, maps, rules. \$70.00

AH Empires In Arms ★/
A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & 25"x35" maps. The 48 page rulebook covers play for peace, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, etc! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. \$80.00

XEN Emperors of Europe ★/
Can you conquer Europe? Napoleon, Frederick the Great and others have tried. The Total War Scenario in this game provides you with the chance to accomplish this monumental task. The Historical Scenario enables you to enlarge your nation while maintaining a delicate balance of alliances. These strategic challenges, as well as operational and tactical skills are all tested when you play Emperors of Europe. Includes 698 stand-up counters, 24"x36" color map of Europe, army displays, etc. \$45.00

AH Enemy in Sight ★/
An exciting card game of skill and luck depicting the age of fighting sail. From the might Ships of the Line to the fast and mobile American frigates capable of making 14 knots in an open sea. Break the Line, rake the enemy's bow, set her ablaze and send across a boarding party to take her home as a prize. Simple rules, 40 counters, 176 color cards, 8 players. \$40.00

GU Friedland ★/
This wargame has a miniature's feel, with unit counters of divisions being 1" by 1/2", with area movement on the map, so your units look like divisions arrayed in line for battle. The battle is Friedland in 1807, between Napoleon and the Russians under Bennigsen. Features every major corps, wing and army leader, units are divisions and brigades for

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infantry, brigades or regiments for cavalry, and artillery in batteries of 4 - 8 guns. With five scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, provide fog of war. With middle complexity rules. 380 counters, 18"x26" colorful area movement map, rules, scenarios. Recommended. **\$40.00**

COA Jena ***
1806/AD. With five scenarios that span the opening engagement of Saalfeld through the incredible French victories of Jena and Auerstedt. The Campaign Game opens with the French corps exiting the mountains of Franconia and Thuringia. With 3 34"x22" maps, 420 counters, rules, combat chart, offboard movement track. **\$50.00**

COA La Bataille D'Espagnol - Talavera ***
A simulation of the culminating battle of Wellesley's 1809 counter offensive against the French in Spain. The game is played on a 17"x22" period maps over which a hexagonal grid has been laid. There are over 700 counters, infantry being regiments or battalions, cavalry in regiments, and artillery in batteries. **\$30.00**

COA La Bataille D'Albuera-Espagnol ***
A simulation of the fiercest fought battle of the Peninsular War. The battalions of Imperial France, pitted against a desperate coalition of Spanish, Portuguese and British troops, much rid the field of their enemies, thereby lifting the siege of Badajoz, capital of Estremadura. With 34"x22" map, 400 counters. **\$30.00**

COA La Bataille de Corunna-Espagnol ***
1809, January 11th. A very much worse-for-wore British army straggles into the port of La Corunna. Of the 35,000 men who had started the retreat, only 15,000 are now under arms. But what really matters to Sir John Moore as he surveys harbor, is that the fleet has not yet arrived. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34"x44" map, 200+ colorful counters, rules, historical commentary, etc. **\$30.00**

COA La Bataille de les Quatre Bras ***
The second game in the Waterloo series. This reproduces that fateful afternoon on one 34"x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Armee to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall ree and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. **\$70.00**
The Art of War Magazine # 27/28 Clash of Arms magazine. This issue contains a Supermarine scenario, Etudes Militaires N 6, Annex F for Harpoon, an article on The King's War, a counter sheet that gives Alexander's army to fight Napoleon in the game *La Bataille de Mont St Jean*, etc. **\$9.00**

COA Regulations of the Year XXII ***
This rulebook is the Standard Rulebook, Fourth Edition, which may be used with all *La Bataille* games. This rulebook is a guide to tactical warfare in the early Nineteenth Century. Covers all rules, counter types, terrain types, manoeuvring, etc. 60 pages + combat charts. **\$20.00**

COA Leuthen ***
In December 1757, Under threat from losing Silesia, Frederick marched his remaining army of 40,000 men composed of Prussian veterans and Breslau survivors against Charles' nearly 60,000 polygenous force of Austrians, Hungarians, Imperials, Bavarians and Wurtembergers. This became Frederick's greatest victory. Unit rules is infantry battalions, cavalry regiments, artillery "sections". With rules, 40 page battle rules book, 4 maps, 200 colorful unit and leader counters, 280 markers, etc. This is a special limited edition. **\$99.00**

COL Napoleon ***
Napoleon, former Emperor of France, had returned from exile on the island of Elba, again seized power, quickly assembled an army, and marched to face the British and Prussian armies preparing to invade France. This is where the game begins. Has a full color mapboard 22"x17" of southern Belgium. All three armies manoeuvre about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, so your enemy does not know what your units are. **\$45.00**

COA Napoleon at Leipzig ***
His Grande Armee shattered on the Russian Steppes, Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack him. His most solid foe, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Even Sweden has joined them. Draining every reserve the French Empire has left, he prepares to meet them. With three levels of play, excellent for solitaire or up to 8 players, 360 colorful counters, great maps, etc. **\$45.00**

S&T187 Risorgimento, Italy 1848 ***
The 4th game in the Wars of the Imperial Age series, the Italian 1848 War began against the Austrian army with the 5 Days of Milan, as the Italians arose in revolution. 280 counters represent brigades, divisions & corps. Scenarios cover battles fought in 1866, 1848, and 1859. **\$30.00**

PAR Risk Deluxe *
Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. Each player is also given a secret mission card. To win, you must achieve the condition set upon the card. For example, your mission may be to eliminate yellow player, or conquer all Africa, or hold any 20 zones at one time. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300 plastic figures. **\$70.00**

JUM STRATEGO *
One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your pieces around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to win. The game comes in several formats, as below:

Stratego Travel **\$25.00**
A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat quicker to resolve. A "10" kills a "3" for example.

Stratego Compact **\$30.00**
A small boxed set, with small mounted 10.5" x 10.5" mapboard, plastic pieces which clip into plastic bases.

Stratego Original **\$50.00**
This is the version I own. A 19" x 19" mounted mapboard and 30 plastic pieces of little castles with the soldier's picture.

Stratego 4 **\$80.00**
This is four or three player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 30 plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks can see the rank you have 20 pieces each. There is a two level plastic fortress in the centre of the board, and you must carry your flag to the top of the fortress - and keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plastic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies! The new rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic

pieces, 4 plastic flags, plastic fortress. **\$80.00**

DEC The '45 ***
Bonnie Prince Charles' attempt to grab the English throne resulted in him overrunning Scotland and marching to London, but the battle of Culloden smashed all hope. This game features an accurate order of battle, the game features scenarios that allow players to examine the campaign at six important turning points. The unit scale is regimental with detached companies. The map is point to point movement. 352 counters, map, etc. **\$55.00**

DEC The Sun Never Sets ***
Three separate games of the major wars fought by the British to expand their Empire in the 19th century. Players can march to the far flung frontiers of British civilization, engage vast hordes of natives, and plant the British flag in Khartoum, Peking, and Ulundi. The three campaigns are March to Peking, with Britain and Japan in 1860 taking on the Chinese; Zulu War with the British against the Zulus in 1879; and The Sudan, with three scenarios of General's Gordon and Kitchener taking on the African Mahdists. With 2 34"x22" maps, 620 counters. **\$65.00**

GMT The Battles of Waterloo ***
Modern warfare's most famous battle. Do you try to take Hougoumont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios: Quatre Bras where Ney tried to seize the crossroads; Ligny, where the Prussians received a licking from Napoleon; June 16, where the French you must fight both Ligny and Quatre Bras at the same time; Wavre, where the Prussians must hold out against Grouchy; and June 18, covering the battle of Mont St-Jean plus the battle of Wavre. Features rules with a historical flavor, 450 counters, 3 double printed maps. **\$80.00**

AH War & Peace ***
In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant disregard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist governments, the European monarchies banded Bonaparte an outlaw and planned the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard and 1040 counters featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. **\$60.00**

COL War of 1812 *
In July 1812, the young American Republic sought to redress grievances against Britain by declaring war and invading British territory (Canada) to the north. After a bitter thirty month struggle known as the War of 1812, the conflict ended in a negotiated stalemate. With a full color 32"x11" period map with town to town/lake to lake movement system; 50 40 wooden pieces with a sticker on one face to give fog-of-war, simple rules. **\$36.00**

AH We the People *
An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain their goals. A player wins by judicious control of the events that shaped the revolution, while pursuing the objective of control over the colonies. 16" x 22" mounted mapboard, 150+ cards, 132 counters, play aids, etc. **\$85.00**

AH Wooden Ships & Iron Men ***
An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous decision making to superbly recreate the spontaneity & unpredictability of ship to ship combat. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! **\$60.00**

American Civil War

VIC Across Five Aprils *
Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. **\$75.00**

COA Autumn of Glory ***
A two player operational simulation of the Union campaign of 1863 that resulted in the capture of Chattanooga. This event provoked the Confederate high command into taking the offensive, culminating in the shattering battle of Chickamauga. The weak Confederate forces must remain flexible and hang on until help arrives. With a 22"x34" map, 240 counters, two rulebooks, etc. **\$40.00**
The Art of War # 23/24 includes a complete expansion for *Autumn of Glory*, including 140 counters. **\$7.00**

COL Bobby Lee ***
Another excellent wooden-block game from Columbia Games. This game brings to life the American Civil War from 1861-65, covering the war in the east between Richmond and Washington. You can fight a campaign or five scenarios covering First and Second Battles of Bull Run, Antietam, Fredericksburg, Gettysburg, etc. With a stunning hex based full color 22" x 25" mapboard, 84 wooden counters with stickers, etc. Once enemy units both occupy the same hex, a battle is resolved using a full color battlefield map, with left and right flanks, centre, and reserve, for both players. **\$52.00**

AH For the People *
In April of 1861, South Carolina state forces fired on Fort Sumter. President Lincoln called for volunteers to put down the rebellion. This is a ground breaking two player boardgame of the American Civil War. Each player uses strategy cards, generals and military units to defeat his opponent's strategic will and achieve his own political ends. June. **\$99.00**

AH Geronimo ***
As Indian player your troops include the finest light cavalry the world has known: Apache, Sioux, Kiowa, Cheyenne, Comanche, Blackfoot, Arapaho, etc. Arrayed against this fierce cast are the technological followed by defeat. Against artillery, gating guns, the telegraph, and Springfield Rifles, the Indians had no defense. Mounted mapboard, 3 counter sheets, over eighty game cards, reference charts. **\$75.00**

SPE Gettysburg: Three Days in July ***
By Speer Games, this is the most visually appealing and playable game of the Battle of Gettysburg in the American Civil War. With a stunning 21" x 37" mounted mapboard of Gettysburg, Pennsylvania, and surrounding area with hex movement and 137 one inch plastic standup pieces, with a flag on one side and the unit on the other, to give fog of war, representing every infantry, cavalry and artillery unit present at the battle. 16 pages of rules are easy to follow, and players record damage to units on unit score pads provided. Also has various play aid cards and tables. Weights over 2.2 kg! Crazy Special **\$48.00**

GMT Glory ***
Covers three battles, First Manassas, Second Manassas and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. The scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; high suited to solitaire play, and all battles occur on single maps, 400 counters, 2 x 22"x34" maps. **\$70.00**

AH Here Come the Rebels ***
The 2nd game in the STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. **\$60.00**

COA Lees Takes Command ***

A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invincible Army of Northern Virginia. Includes a 22"x34" map, 240 counters, two rulebooks, play aid cards. **\$37.00**

AH On to Richmond ***
The 6th in the Great Campaign series. The Civil War has been raging for over a year and neither side is close to a victory. President Lincoln wants decisive action to weaken the South's spirit and its ability to wage war. This game covers the Peninsula Campaign, April - June 1862. Includes 5 scenarios and an entire campaign. Due May. **\$80.00**

AH Roads to Gettysburg ***
Covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the hard impact of war. As the Union General Meade, you have to catch this army and crush it to end the war. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 220 counters, 22" x 32" map sheets, ammunition pad, counter tray, & several display cards. **\$75.00**

AH Stonewall in the Valley ***
The full campaign in the Shenandoah from March to June 1862. Stonewall's tiny Valley Army is confronted by three Union armies. In six weeks he out-maneuvres all three, taking them on individually, defeating battlefield command and on the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear tellingly on the enemy. Includes a staggering 1,680 beautiful counters, 3 22"x34" maps, seven scenarios. Brigadiers are rated with Action Profiles to dictate their behaviour when on their own; great fatigue rules. Very playable. **\$99.00**

AH Stonewall Jackson's Way ***
Covers the second battle of Bull Run in central Virginia during 1862, wherein "good ol' boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" map sheets (2000 yards per hex), plus units ranging from regiments to corps. 520 counters. **\$85.00**

AH Stonewall's Last Battle ***
The Chancellorsville Campaign. The Union General Hooker crosses the Rappahannock and threatens Lee's flank with 83,000 troops, near a wooded crossroads name Chancellorsville. Lee sends Stonewall Jackson to flank march through the Wilderness and fall upon Hooker's rear, shattering the Union XI Corps and causing Hooker to retreat. With 22"x32" mapsheet, 260 counters, charts, etc. **\$65.00**

COA The Army of the Heartland ***
During the four bloody years of the American Civil War, many of the most important campaigns occurred in the West, the "Heartland" of both sides. It was here that the rebel Army of Tennessee poured its blood; Johnston bleeding to death in a Shiloh peach orchard, the fruitless victory at Chickamauga. With over 90 individually rated leaders, 560 counters, two 34" x 22" maps, nine scenarios plus campaign. **\$60.00**

GMT The Three Days of Gettysburg ***
This game is the most stunning American civil war game I have seen. The game concentrates on the use, effects, and personalities of battlefield command, and on the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear tellingly on the enemy. Includes a staggering 1,680 beautiful counters, 3 22"x34" maps, seven scenarios. Brigadiers are rated with Action Profiles to dictate their behaviour when on their own; great fatigue rules. Very playable. **\$99.00**

Xeno This Hallowed Ground ***
The American Civil War in the style of *Axis & Allies*, by Xeno Games. Contains a light card 22"x34" color map, 104 plastic pieces that represent 6 different troop types for both Confederate and Union: armies, cavalry, leaders, recruits, Veteran infantry, elite infantry. The plastic figures are about 23mm high and are very high quality. There are also 140 counters representing ships, forts, entrenchments, 119 counters, 70 mini poker chips to represent stacking, 10 dice, simple rules, which cover: naval units, entrenchments & forts, railroads, command control, bombardments, recruitment, Union blockades, blockade runners, Confederate raiders, and Indian uprisings. **\$70.00**

World War One

COA Africa 1880 *
A stunning boardgame by Clash of Arms. Relive the African colonial adventure! Between 1880 and 1914, European nations fiercely raced to gain control of the "dark continent". Each player represents a nation exploring and colonizing Africa. The success of their adventure, however, has more to do with intrigue in the luxurious parlors of the embassies than hacking through the jungle. Negotiating alliances and declaring war are what change the face of the world! With 22 resin-cast, stained miniatures, 180 counters, a stunning mounted mapboard of Africa, and rules. Nice, simple rules! **\$100.00**



Africa gameboard and pieces.

AH Colonial Diplomacy *
A stand alone game of Colonial Diplomacy, using all of regular Diplomacy's rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian! **\$100.00**

AH Diplomacy *
A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out riches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machievellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, etc. **\$65.00**

ADG Fatal Alliances II ***
A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandinavian Off Map Box

variant), a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th EDITION to play this module. \$30.00

COA Home Before the Leaves Fall ****/###

This is the best and most comprehensive WWI wargame ever released. The game covers that fateful summer of 1914, when the German Empire made its strongest bid for victory in the West. In addition to the grand campaign game, scenarios highlight specific army actions during the battles for the Frontiers, the Retreat from Mons, and the Miracle of the Marne. Units represent battalions, regiments, brigades, and divisions which in turn comprise corps and armies. 3,090 beautiful counters feature full color period national symbols and heaps of unit detail. Also has two 34"x22" maps, 24 army charts and displays, standard rulebook, exclusive rules and scenario book with historical commentary. \$124.95

AH Knights of the Air **/###

Recreates the deadly combat of WWI air war. Each airplane in this game has been researched to present the same strengths, weaknesses and idiosyncrasies it demonstrated in real life. To win you must master your aircraft and exploit your opponent's aircraft's unique flaws. With one 22"x32" mounted mapboard, maneuver cards, cards for each plane, counters, etc. \$50.00

COA Landships */##

Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geographic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1918. \$45.00

The Art of War Magazine # 25 Advanced Rules for Landships. \$4.00

GRD March to Victory ****/###

This war to end all wars was fought in the dawn of new technology that laid waste to vast empires and their armies. Virtually all our modern weapons were first used in this war. The tactics were not. Mass attacks resulted in mass destruction. The Great War with Europe rules, from 1914 to 1918, on the Western Front! 16 miles to a hex, two week turns, naval and air power is represented. Basic formation is at divisional level, with regiments, brigades and battalions. Two half maps, one full map, 3,380 counters of Germans, British, French, Dutch, Belgians, Swiss, Italians, Austrians, etc. Central Powers; Entente and Neutrals OS books. Lots of scenarios. Off maps strategic operations. \$170.00

S&T186 Over the Top! **/##

General Von Kluck's German First Army was to sweep through Belgium and northern France, to put the Allies in Paris, but the Battles of Mons and the Marne, in 1914, put paid to the German strategy. Map and 280 back printed counters. \$22.00

S&T180 Reinforce the Right! 1914 **/##

A game for two players based on the opening campaign of World War One in 1914. One plays Germany, and the other French, British, and Belgian units. Can you as Germany bring to completion the Schlieffen Plan to reinforce the right sufficiently to take Paris? Can you as the Allies stop this from happening? 280 counters, large map of Belgium, France, & Germany. \$27.00

AP The Great War at Sea Vol I **/##

This is the most stunning WWI naval wargame I have seen. With gorgeous full color counters of ships that fought in the Mediterranean from 1911 to 1918 from the countries France, Russia, Austria-Hungary, Turkey, Germany, Great Britain, Italy, and Greece. Players plot the movement of their fleets on the strategic map in advance. When opposing fleets meet, play moves to the battle map where ships maneuver and fire on each other with guns and torpedoes. More than 50 scenarios, 8 pages of rules, 280 1/2" inch counters and 180 1" counters, three maps. Fantastic. \$20.00

PAN Warlords **/##

An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the fact-fiction provinces of China from 1916 to 1918. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation. \$2.00

World War Two

AH Advanced Third Reich ****/##

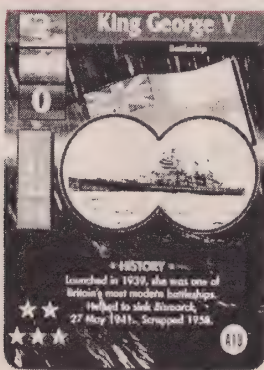
A comprehensive study of the battle for Europe and North Africa. Components include two painted 22"x31" mapboards with 1" large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historical randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, etc. \$90.00

→ Empire of the Rising Sun ****/##

The Third Reich rules for the war in the Pacific. This can be played with Third Reich or as a complete stand alone game. With codebreaking, kamikazes, & the atomic bomb, quarterly turns, BRPs, sophisticated carrier combat, rules that create the uncertainty and tension of the great naval battles, and alternate scenarios that let you wonder what if US carriers had been at Pearl Harbor, or China had collapsed, etc. With rules to link with Third Reich, 5 counter sheets, 2 22"x31" mapboards, etc. \$99.00

AH Atlantic Storm **/##

From September 1939 through May 1943, the German Wolf Pack submarine force sank 2,452 Merchant Marine vessels carrying 13 million tons of needed war materials for Great Britain. Includes two decks of cards, one with 40 historical convoys, the other being 112 cards of the forces of the two opposing sides. Even the Bismark and the Hood are included in the game, as both aircrafts fight battles over the 20 convoys that sail in each game. The cards feature stunning artwork with B&W photos of ships, subs, aircraft, weapons, leaders, etc. A great looking game with nice short rules. 2 to 6 players. \$54.00



MB Axis & Allies **/##

A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic miniatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. \$90.00

The World At War

By Xeno Games, this is a deluxe Axis & Allies expansion. Gives new rules that allow for more realism to the game and actually starts the game in 1939. These rules may be used with either 1" or 2" A&A. This boxed expansion comes with 238 plastic playing pieces in four colors, and a 18"x30" full color map that is very easy to see where all the countries etc are. More territories have been added, the Germans can build SS troops; there are rules for cruisers, and the Japanese can do Banzai charges. There are rules for paratroopers, and beware! Those minor countries are now fully armed! \$65.00

JED Europe at War */##

A low complexity grand strategy game where 1 to 4 players direct the economic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armored corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants. \$20.00

XEN Europe at War */##

By Xeno Games, this magnificent game of WW2 in Europe & North Africa is in the league of Axis & Allies, but at one third less the price! With 290 plastic pieces in 6 colors, representing infantry, tanks, artillery, fighters, bombers, merchants, transports, battleships, escorts, carriers & subs. The rules are short and simple! The game starts in 1939 with the invasion of Poland, and continues until one side wins. Two to five players can play, controlling between them the countries France, Britain, Poland, Russia, USA, Germany, Italy, Rumania, Hungary, Bulgaria, & Finland. All the minor powers are represented too, including Greece, Portugal, Switzerland, Turkey, etc. Players receive income to buy new units, they can develop technology: you can deliver armored breakthroughs, aircraft can be used for Air Cap, Tac Air Support, Strategic Bombing, or Air Transport. You launch amphibious assaults, send convoys, there are fortifications. There are 15 fields of technology, including A-bombs, rockets, armor, submarines, etc. Also has 119 counters, full color 24x36" map, 70 mini poker chips. Very thoroughly recommended! \$60.00

Russia at War

This expansion includes new charts and set up for a 1941 starting time, additional Russian playing pieces, additional German and Italian pieces, additional pieces for partisans and neutral countries, printed play money, etc. \$45.00

DEC KRIEG **/###

World War Two in Europe as an engaging game for 2 or 3 players. Of modest complexity with high solitary potential. Can Britain form an effective coalition? Will Stalin break the Nazi-Soviet pact? With economics and diplomacy resolved through card play, this game features plenty of intriguing twists and turns. This game is the old fashioned "pre-lawyer" style of game, an old fashioned panzer pushing good time. With 420 counters for all major belligerents of Europe, 2 34x22" maps, etc. \$70.00

GMT Operation Mercury ****/##

The Allied forces have retreated to Crete, and Hitler must take the island a.s.a.p. so that the Allies cannot keep airbases there, as it is May and the invasion of Russia was set for June. So he sends in his crack Paratroop units and a Mountain Division. Includes 400 counters, including Australia and New Zealand, 2 22x34 mapboards, dice, etc. \$60.00

AH Squad Leader 4th Edition ****/##

An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, roadblocks, mortars, flamethrowers, demo charges, AT guns, and so much more! \$70.00

Cross of Iron An east-front expansion for Squad Leader

that features a restructured armor and artillery system, as well as new troop types (leg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard and 1096 counters. \$55.00

Crescendo of Doom introduces the troops, vehicles and equipment of France and England to the western front as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapboards, 1324 counters. \$65.00

GI: Anvil of Victory Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. \$80.00

ADG World In Flames Deluxe 6th Edition ****/##

Award-winning Australian game. A strategic level game of the Second World War. Seven full color maps portray all the theatres of war: Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and more importantly, Australia. 3,400 full color counters represent the armies, corps, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part in the war. Players make strategic decisions that decide the fate of nations. What forces to produce, where to commit them, and when and how? This final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. This deluxe version includes Ships in Flames, Planes in Flames, Asia Aflame, Africa Aflame, and Mechs in Flames. All their rules have been revised, simplified and incorporated into the main rules. With scenarios and campaigns. Thoroughly recommended. \$169.00

World In Flames Classic Basic edition.

\$80.00

Afa/ASA Update Kit Replaces Africa Aflame and Asia Aflame for all players of World In Flames' Final Edition. It contains new counters, and the revised maps are now of the same stunning quality as WIF's final edition. Has 400 counters and maps for Africa and Scandinavia. \$39.00

DAYS OF DECISION II A game of politics and war during the volatile years 1932-46. You, as leader of one of the nine major world powers, must guide your country through these dark and difficult times, pitting your will against the other world leaders to ensure that your ideology holds true and your country is victorious. With 800 counters, large map, rules, charts. \$70.00

PLANES IN FLAMES GOLD EDITION (With over 20 new aircraft types) Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) covering every major plane of WWII, and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, 5th Ed. WIF errata (I), etc. Special \$20.00

FATAL ALLIANCES II World War One add-on for WIF. See description under WW1 heading. \$20.00

ASIA AFLAME Gold Edition Contains 200 double sided full color counters, 236mm x 564mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. \$30.00

SHIPS IN FLAMES Provides very fleet carrier, light carrier, battleship, battlucruiser, pocket battleship and heavy cruiser that ever sailed or was planned during WW2. 1000 counters, Task Force Display, rules, etc. Special \$20.00

WIF Classic 'Deluxe Update Kit' Allows you to convert your World In Flames: Classic or WIF Deluxe Update kit to the full wonders of the WIF-Deluxe game. The kit contains all the counters and maps for Ships in Flames, Planes in Flames, Asia Aflame, Africa Aflame, and Mechs in Flames. Has 2,200 counters, maps of Africa and Scandinavia, and charts. \$109.00

Advanced Squad Leader

AH ADVANCED SQUAD LEADER ****/###

This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! \$90.00

ASL ANNUAL '91 64 pages with 16 scenarios. Articles include a Red Bannicades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, the German PzKpfw Maus with counter art, etc. \$30.00

ASL ANNUAL '92 80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, 13 scenarios, and more. \$30.00

ASL ANNUAL '93 Part A 80 pages with scenarios and articles on ASL. More details next catalog. \$20.00

ASL ANNUAL '93 Part B 48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. Includes a card map lift out for the campaign game. \$22.00

ASL ANNUAL '95 Avalon Hill finally released the '94 ASL Annual, except since it was released in 1995, it is called the 1995 ASL Annual. Includes nine terrain overlays, Japanese paratroopers, a scenario set in Java, campaign notes, the Allied invasion of Normandy, 24 new scenarios, etc. \$45.00

ASL ANNUAL '96 Featuring an article on snow an ASL, moving, motion, and non-stopped status, Atlanticon '93 Scenario Analysis, tips on cave and cave complex setups, and full of new scenarios, etc. \$35.00

ASL ANNUAL '97 Articles and scenarios on cavalry; scenarios focusing on scouts; a two-fold jungle map and scenarios The Road to Npurnm Go to play on it, where the American soldiers of Merrill's Marauders fight the Japanese in Burma; a scenario that pits an infantry-only force against a force with tanks; etc. \$40.00

ASL CLASSIC In ASL Annual format, this magazine presents many out-of-print ASL articles & scenarios, which include The Guards Counter-attack, The Tractor Works, Streets of Stalingrad, The Puma Prowls, The Pouppeville Exit, etc. \$24.00



BEYOND VALOR MODULE 1 Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. \$90.00

PARATROOPER MODULE 2 This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL print! Note - requires mapboards #1 to #4 to play. \$50.00

YANKS MODULE 3 Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, bargages, etc.), plus U.S. vehicle notes for chapter H. \$90.00

PARTISANI MODULE 4 Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32). \$40.00

WEST OF ALAMEIN MODULE 5 An expansion set that features the British army, with 1264 counters representing everything from the 2nd pr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, and weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x22" escarpment map and six pages of terrain overlays. \$99.00

THE LAST HURRAH! MODULE 6 Eight challenging 1939-'41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slavia. Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minis). \$40.00

HOLLOW LEGIONS MODULE 7 This package presents the Italians whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. \$60.00

CODE OF BUSHIDO MODULE 8 Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc), plus Japanese additions for chapter H. \$95.00

GUNGG-HO! MODULE 9 Contains 1008 counters introducing the rugged US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, pieris, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. \$99.00

CROIX DE GUERRE (Cross of War) MODULE 10 This module adds the 1939-40 French, Vichy French, and Free French, to

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ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. \$80.00

RED BARRICADES HISTORICAL MODULE 1 The mapboard, 31x45", has 1" hexes depicting Stalingrad's huge Red Barricades and the surrounding areas. Includes Chapter C, 88 counters for marking fortified buildings, cellars, AT ditches, etc. Includes three separate Campaign games for street fighting. \$60.00

KAMPFGRUPPE PEIPER 1 HISTORICAL MODULE 2 A game of tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between the German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. The huge two piece 31" x 45" color map depicts the village and surrounding environs. Contains over 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexides, etc. \$75.00

KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3 A companion that expands upon the MODULE 2. Includes update to Chapter P with several new terrain types; three different campaign games covering the entire battle. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. Six scenarios use small portions of the two maps, and one monster scenario uses all the maps! 2 maps, 7 scenarios, counters, Chapter P rules update. \$90.00

PEGASUS BRIDGE HISTORICAL MODULE 4 The gliderborne D Company, 2nd Oxfordshire and Buckingham Light Infantry seize a key bridge over the Caen Canal in Normandy. This elite company must hold the bridge until relieved. They repulse eight different German counterattacks from the 21st Panzer Division and 716th Infantry Division until relieved. With an 82"x32" map, Chapter Q, 224 counters, new vehicles, 6 scenarios. \$60.00

SOLITAIRE ASL SOLITAIRE MODULE 1 ##### Has numerous charts and tables for generating enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. Unknown enemy units are represented on the mapboard by the presence of Suspect? markers, which could be dummies or nasty surprises! With 14 new scenarios, 260 counters, generation cards, Chapter S. \$70.00

ASL ACTION PACK #1 This pack contains ASL Boards #42 and #43 as well as eight new scenarios specifically designed for use with these new boards. The actions in these battles span the length of the war - from 1933 to 1945 - and the length of Europe - from Poland to Sicily, from Russia to France. Also has a color coded playing aid to help you through the somewhat complicated OBA section. Chapter C. \$40.00

DOOMED BATTALIONS 9th April 1940 - threatened with aerial bombardment of Copenhagen, the Danes quickly surrendered, but because of poor communications the news did not reach the front lines. Mapboards 44-45, 8 new scenarios with overlays, and Allied Minor Armor and Ordnance. Due July. \$80.00

ASL & Squad Leader Boards The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price, ASL & SL Boards #1, 2, 3, 4, 5, 6, 8, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) A, B, C, D, E, F, G.

Critical Hit Approved ASL Supplements

Critical Hit is a company in the USA that produces a superb ASL magazine called *Critical Hit*, released twice a year. They also produce a range of ASL products such as scenario packs. If you are an ASL player and wish Avalon Hill released a lot more titles, then this range will make you very happy! (It's also a lot cheaper than the ASL Annual!)

Critical Hit Magazine Special Edition This is a superb production. Features 10 counters (needs mounting on cardboard), a light card, a light card, a vernacular version of Chapter F, designed to encourage ASL players to game in North Africa; ten scenarios; an article on desert tactics; details on the Finnish army; an article on Tiger tanks in Tunisia, etc., with a scenario of the Tiger I's first combat action in Tunisia. \$25.00

Critical Hit Magazine Issue #7 Includes 7 color counters, six scenarios being Poland 1939, Russians try to break out of the Kiev pocket, France 1944, Canadian assault on 1944, a disastrous US attack in Germany, 1944, West Front 1945. Also an indepth look at para-drops, play notes on the Canadian army, scenario replays, etc. \$26.00

Critical Hit Magazine Issue Vol 4.2 56 pages, with color cover and map on the back cover. Includes many articles plus 8 scenarios, which include a failed German assault on a US held village, the Italian Semovente 90 da 53 in action, Yugoslavian partisans in action, etc. \$26.00

All American: 82nd Airborne Module 1 Stars the paratroopers of the 82nd Airborne "All American" Division that dropped out of the night sky before the landings on D-Day. With a professionally printed game map on heavy stock, designers noted a historical booklet, ten scenarios with a battle manual, and B&W photos of locations. \$40.00

All American: Timmes' Orchard Module 2 Includes eight new scenarios, all playable on an accurate 32"x28" tactical map included. Also has 2 new solitary missions, charts, special rules, and a monster scenario. \$40.00

Armored Stand - Platoon Leader Pack II A campaign game for *Platoon Leader* listed above. Depicts the battle for San Manuel in the Philippines of 1945. You can command the units of the late-war Japanese 2nd Tank Division in its battle against the American 25th Infantry Division and support units. Includes new terrain features such as palm trees, a cemetery, etc. \$16.00

ASL '96 Pack Ten scenarios that require ownership of boards 2.5, 6, 10, 16, 17, 18, 11, 20, 21, 23, 35, 37. Scenarios include Sicily 1943 with the Big Red One taking on the 15th Panzergraders Division, China 1938 where Chinese Communists fight the Government, France 1940 where K Battery of the Royal Horse Artillery took a stand to delay the attacking Panzers south of Dunkirk, Malaysia 1942, Hungary 1945, Korea 1950, etc. \$16.00

ASL Cemetery Hill You must own *Platoon Leader* to use this campaign. A new campaign depicting the fighting on Crete between the Greek and New Zealand troops and German Fallschirmjäger; including printed color overlays, a new reinforcement group chart, scenarios, etc. \$13.50

ASL News Pack 1 Eight scenarios by top European designers. Includes German armor versus Polish fortifications, Belgium 1940, Holland 1940, German drive into Russia in 1941, Japan invades Vietnam in 1939, and a Russian village under attack in 1941. \$16.00

ASL Platoon Leader 2.0 This second edition includes complete campaign game rules, ready to slip into your ASL rulebook, and all the scenario material required to run the campaign game *Primrose Bridge*, which depicts the fight for the bridge called Primrose in Sicily, 1943, between German and British paratroopers. Includes campaign new rules, color overlays, etc. \$19.00

ASL Rout Pak I - Aussie ASL Pak 8 scenarios featuring the British and Commonwealth forces during WW2, including a Kiwi tank attack that runs afoul of an 88mm L56, a Scottish infantry unit tries to defend a small village against a point armor/infantry attack, an engagement between British with PIATs versus six Panthers - guess who wins! \$13.00

ASL Rout Pak II Ten more scenarios for ASL, including a Finnish assault on the entrenched Soviet 163rd Ukrainian Division, French and Germans go head to head in France 1940, Japanese-American losses and a point armor/infantry attack in 1942, Japanese attempt to take Guadalcanal's airfield, etc. \$16.00

Aussie-ASL '97 Pak A fresh batch of eight hand-crafted scenarios designed by the Paddington Bears ASL Club of

Sydney. The scenarios include a battle in the Spanish Civil War, China versus Japan in 1937, France 1940, Russia Front 1942, Guadalcanal 1942, Tunisia 1943, Burma 1943 and 1942. \$16.00

Defeating Enemy Armor A brand new tips book for ASL players interested in winning tank vs tank wars in their scenarios. Covers firing on the move, firing from short halts, firing from long halts, using terrain to your advantage, various types of AP armor, and 2 scenarios etc. \$15.00

Dzerzhinsky Tractor Works The Battle of Stalingrad October 14-15th, 1942, depicting the fighting between the elite Soviet 37th Guards and the German 305th Infantry Division supported by the tanks of the 14th and 24th Panzer Divisions. Includes large, full color map of the factories, rules to cover special terrain, rules for Platoon Leader, 4 big scenarios. \$40.00

Euro-Pack II: The Battle of the Bulge Eight scenarios that follow the Bulge, including the battle to house fighting in Belgium, a hidden Sherman wreaks havoc, German infantry attack US gun positions, etc. \$18.00

Euro-Pack III: Late War '44-'45 Eight scenarios, including US M18s fighting Japanese Type 97s, US paratroopers in Normandy 1944, Red Devils are forced back by German tanks, a US assault with Wasps on a German held village, etc. \$18.00

Gemblox: The Feint A set of eight scenarios and a new Platoon Leader campaign game. The set depicts the fighting during the Battle of France 1940 including an historical booklet. Includes a full color map extension depicting a Belgian village, play aids, etc. \$29.00

Jatkosota ASL Pack Takes the ASL player into the heart of Finland's Continuation War, where re-entered the war on the side of Germany in order to take back its land. Includes the Finnish offensive into Soviet Karelia in 1941, Finns recapture Viipuri, the Soviet offensive of 1944, Finnish troops with Panzerfausts, the Finnish Armored Division, etc. With over 42 color paper counters & 27 B&W counters. \$19.00

Leatherneck 12 scenarios for ASL focusing on the US Marine Corps as they take on the Japanese Army across the far reaching Pacific battlefields from Guadalcanal to Okinawa, including an impossible Marine attack against a stolid Japanese defense of Okinawa, a gripping battle with 18 Japanese tanks attacking Marines with just 3 Sherman, 2 75mm GMC and 2 37mm ATAF. The battle was a slaughter - but whose? \$16.00

OAG (On All Fronts) Pack I Has ten scenarios, including a Soviet T-34 counter attack against a German Tiger I advance, the American 82nd Airborne versus SS Panzergraders, Soviets try to close the last east-west corridor into Berlin in 1945, a Japanese assault in 1942 leaves them trapped, etc. Also has a small wood, river, and village. \$16.00

Scroungin' ASL News The best of European ASL including ten scenarios and two campaigns, which covers Belgium 1944, Stalingrad 1942, Soviet assault on Berlin, German paratroops cut to pieces in Crete by British troops, a scenario with a Churchill Crocodile, and a massive battle between the French & Germans in 1940, etc. \$21.00

Soldiers of the Negus A new module depicting the Italian conquest of Ethiopia, includes a sheet of mounted counters, nine scenarios covering a wide variety of actions from 1935-36, a historical booklet, and a new rules section. Was the Italian-Ethiopian war a simple conquest of tanks, machine guns and aircraft against spears? Find out! \$26.00

GRD BALKAN FRONT

Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German airborne assault on Crete. With two maps, 720 counters, scenarios covering the grand campaign and the campaigns in Greece, Yugoslavia and Crete, etc. \$75.00

GRD FIRE IN THE EAST

Covers the war in the Soviet Union from the start of the Barbarossa invasion in June 1941 through to the end of the Soviet winter counter offensive in March 1942. Six maps stretch from Warsaw to Stalingrad. Terrain is analysed in detail with over 20 different types, 2,500 counters each marked with its tactical designation. The most accurate order of battle ever published for the Eastern Front. The rules include extensive armor and anti-tank effects, plus special capabilities for many other unit types, from assault engineers to paratroopers. German panzer spearheads can break through the front easily, but soon find themselves outrunning their supply lines. \$120.00

GRD FOR WHOM THE BELL TOLLS

The Spanish Civil War, fought from July 17, 1936 to April 1, 1939. The supine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the Insurgents encouraged the victors in their belief that they could do anything they pleased. A 2nd game included in the boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts. \$130.00

GRD NARVIK

Covers both the operational invasion of Norway and the Europe level invasion. Armed forces of Sweden and Denmark are included. Two maps covering Norway and Sweden, 1,400 counters of German, British, French, Poles, Swedes, & grand-Europe counters. \$99.00

GRD POLAND - FIRST TO FIGHT

On Sept. 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in 30 days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland & its neighbors on a scale of 16 miles per hex. The counters represent the German, Polish & Soviet forces that fought in the campaign. 1,056 counters, 2 maps, rules, scenarios. \$90.00

GRD SECOND FRONT

This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and strategic rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters! 4 maps, charts, rules. \$225.00

GRD WAR IN THE DESERT

This game recreates the struggle for North Africa and the Near East, from O'Connor's offensive against the Italians in 1940 to the Axis surrender in May '43. Contains all the forces from British cavalry to Tiger tanks, from Italian CD.42 biplanes to giant B-24 Liberators. Has the Europe forces and orders of battle for Turkey, Iran, Iraq, Transjordan and Egypt, 1939-45, the forces garrisoning North Africa and the Near East for Great Britain, Italy and Vichy France. American forces available for operations in Europe, Africa, and the Near East, 1939-42. With 1,680 counters, 7 maps, rules, OB books, charts. \$150.00

GRD EUROPA MAGAZINE # 49 The official Europa Magazine, issue # 49, focusing on the war at sea during WW2, covering the Soviet Navy, Royal Navy Order of Battle 1939-40, Reducing Dice Rolls on Second Front, etc. \$12.00

GRD EUROPA MAGAZINE # 50 The official Europa Magazine, issue # 50, focusing on the war in the air during WW2, including the Luftwaffe in the East, the French air forces, Rapid Fire Bombing, etc. \$12.00

GRD EUROPA MAGAZINE # 52 The official Europa Magazine, issue # 52, focusing on Canada at war in WW2. \$12.00

GRD EUROPA MAGAZINE # 53 The official Europa Magazine, issue # 53, including British airborne units, siege of Belgrade. \$12.00

GRD EUROPA MAGAZINE # 54 The official Europa Magazine, issue # 54, containing a scorched earth Naval system. \$12.00

GRD EUROPA MAGAZINE # 55 The official Europa Magazine, issue # 55, focusing on the Italians in WW2, with a magnificent historical commentary. \$12.00

GRD EUROPA MAGAZINE # 56 The official Europa Magazine, issue # 56, with a Second Front campaign, German Pocket Battleships, Italian human torpedoes, etc. \$12.00

GRD EUROPA MAGAZINE # 57 The official Europa Magazine, issue # 57, covering Bulgaria invading Yugoslavia in 1940, the Dodecanese Campaign, and many other articles. \$12.00

African Campaign

JED AFRICAN CAMPAIGN 2nd Edition

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignore stubborn concentrations of defensive lines. \$25.00

COL MEDFRONT

You must own West Front to use. The first is the Spanish Civil War. This game simulates the tragic and chaotic civil war between Nationalist and Republican forces that engulfed Spain from 1936-1939. The second is the campaign game of the Desert War, from 1940 - 1943, with several scenarios including Crusader, Battleaxe, and the "Torch" invasion of Morocco and Algeria by American and British forces. With two full stunning color maps, 50 wooden counters with stickers giving fog-of-war, and compatible with West Front and East Front. \$46.00

COL ROMMEL IN THE DESERT

The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record step losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to get that perfect 3:1 attack on units in front of your forces. Color mapboard is 12" x 36". 7 scenarios. \$60.00

MOM TRIUMPHANT FOX

Panzerarmee Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flit with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative highly interactive sequence of play. Includes 240 counters, 22x34" map, rules, historical commentary, campaign and several scenarios. \$75.00

TGI TUNISIA Nov 1942-May 43

A showdown between Rommel and the Allied forces in Tunisia. Wedged between on-coming Allied forces, the Axis forces must choose who to assault first. Rommel chose to strike the German and United American will you? The game is unique in that both air forces are evenly matched, so anything can happen. With 780 counters, series and game rules, charts, 6 scenarios, etc. \$75.00

Western Front

COA ACHTUNG - SPITFIRE

This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in which the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate actual missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc. \$75.00

VIC AMBUSH!

Designed specifically for solitary play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequential dice rolls. Unit scale is individual men & vehicles. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). \$80.00

AH B-17 QUEEN OF THE SKIES

A solitary game where the player controls the 10-man crew of a B-17 flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type, and position of enemy fighters. With 88 counters, an 11"x16" mapboard, reference charts. \$50.00

AH BREAKOUT NORMANDY

A graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. As Germany you must decide whether to safeguard or destroy bridges, and whether to commit your Panzers now or hold them back waiting for Allied planes. As the Allies, do you advance cautiously towards bridges, risking their being destroyed before you get there, or make sudden & dangerous advances. A 16"x44" mounted mapboard with area movement, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. \$70.00

GMT BRITAIN STANDS ALONE

This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiority and then gone on to inflict serious losses on the Royal Navy. Given these circumstances, could the Third Reich have won WW2 in the fall of 1940? With 480 counters, 2 maps, rules, cards, etc. \$60.00

AH D-DAY 3rd Edition

On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded cost defenses. Tentative beachheads became irresistible breakout, and the liberation of Western Europe began. Includes 110 counters (mostly Cors level), a 14"x22" mapboard (60 miles per hex). Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. \$40.00

JED FORTRESS EUROPA

An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, Volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. Unboxed. Very entertaining. \$12.00

GMT INVASION: NORWAY

This game simulates this fascinating campaign of Germany's invasion of Norway, using a streamlined version of the acclaimed Britain Stands Alone system. Fully integrated land, air, and naval rules accurately portray the complex interplay of warfare in three dimensions (land, sea and air) in a way that is easy to learn and play, and keeps both sides constantly involved in the game. 560 counters, one 22x34" game map, one 22x17" off-map Operational Display, play aid cards. Single ships, battalions & squadrons. \$70.00

AH LONDON'S BURNING

August 1940: Defend London against German bombers and fighters in this solitaire or two player WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. You command two RAF fighters in this tactical game, but if you do well in your missions, England will survive, but if you fail your missions, the Germans may triumph. In the two player game, you and a wingmate co-operate against the Nazis, or the other player controls the Nazis. With 190 counters, two 16"x22" stunning full color mounted mapboards, rules, 8 scenarios. \$70.00

COA OVER THE REICH

Simulates tactical air to air and air to ground combat over Europe from 1934-45. Designed by ID Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios. \$55.00

AH PANZER LEADER

A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen from 1944-45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platoon scale) representing assault guns, tank destroyers, armoured cars, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. \$65.00

AH RAID ON ST. NAZAIRE

At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tird's Atlantic route. Within the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstruppen. 260 counters, point-to-point system 16"x33" mapboard. \$65.00

3W SINK THE BISMARCK

In May 1941 the German battleship Bismarck and heavy cruiser Prinz Eugen began operation Rheinübung: the destruction of Allied shipping in the Atlantic. This is an operational level game of this naval campaign, with engagements being fought tactically. The mechanics include dummy task forces, historical and hypothetical scenarios, and the vital role of aircraft. 200 counters & map. Special - \$22.50

3W SPITFIRE!

Captures the drama of the war in the air in Europe in 1939-41, with scenarios drawn from the war over Poland, France, Britain, Malta and Greece. Over 50 historical scenarios (5 being solitaire) are provided, each featuring one or more fighter aces. There are 40 aircraft types. \$50.00

APL THE INVASION OF ITALY

Recreates the 1943 Fifth Army landing in the Gulf of Salerno and the battle to secure the beachhead from 9 - 19 September 1943. Included are US parachute drops, Luftwaffe guided bomb attacks on Allied warships, divisional level leaders, special breakthrough combat and repair and use of on-map airfields. Scenario operations include dropping the US 82nd Airborne Division behind the beaches in direct support of the landing or conducting off-map the planned drop on Rome in support of the Italian forces holding the city. 700 counters, 22x34" map. \$44.95

3W THE LAST BLITZKRIEG

A 22 turn regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. Features mechanics include unit proficiency, supply, air power, armored exploitation, entrenchments, fortifications, German Corps boundaries and artillery limitations, bridge demolition, and air supply. 300 counters, rules, charts, 34"x22" map, cards. \$35.00

GMT THE RISE OF THE LUFTWAFFE

Players take the role of the early European fighter aces, flying BF-109s with Molitors and Gailand, Ju-87s with Ridel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, the French Moranes or Pf-11cs with the Poles. Also has Fw-190s, Russian MiGs and Yaks, US P-38s and B-25s. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, ground forces, radar stations, factories, railways. \$55.00

EIGHTH AIR FORCE An expansion for *Rise of the Luftwaffe*. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. With 6 air campaigns from 1942 - 44, with 132 color playing cards, 56 counters, 10 campaign maps displays, etc. \$65.00

3W TO THE FAR SHORE

It is June 6, 1944. Allied aircraft fill the skies, allied navies sweep the sea lanes, and a huge armada filled with allied soldiers crosses the channel to invade France. 17 types of terrain, turns of 2 days, weather, fatigue, morale, command & control, AT fire, mine sweeping, shore batteries, reaction movement. With realistic & detailed invasion rules. 500 counters, 2 maps. \$50.00

COL WEST FRONT

This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. Includes rules for a three-player game, where the Allies and Soviets compete with each other to take the most of Germany. 6 scenarios, stunning 22"x34" mapboard, etc. \$90.00

EURO FRONT This is not an independent game. Ownership of East Front, West Front, and MedFront are required, and Volga Front will also be useful. This expansion adds 50 more wooden counters for Polish, French, Yugoslavian, Greek, Belgian, Dutch, and Danish units to the game, allowing the entire war in Europe 1939-45 to be played. Scenarios for each year of the war are included. \$40.00

Eastern Front

SPI BARBAROSSA

A corps-level recreation of WW2 on the Eastern Front. A unique command system allows for both limited intelligence and for players to hand-tailor their own corps and upgrade them during the game. Includes naval, air, partisans, and German troop commitments to other fronts. The game includes a Campaign scenario and three short scenarios. With 32 page rules, 800 counters, 2 maps, dice, counter tray. \$36.00

GMT BARBAROSSA Army Group South

Follows the progress of Germany's Army Group South as invades the Soviet Union in 1941. Kiev, the first major German objective in the south, did not fall on schedule. In fact, Soviet resistance was so fierce that it required diverting Guderian's Panzer Group away from the advance on Moscow. Kiev fell in one of the great encirclements of the Second World War, but the German advance on Moscow was delayed for several critical weeks. With 840 full color counters, three 22x34" and one 17x22" maps, eight scenarios, detailed air rules, incredibly detailed Order of Battle including artillery, armored trains, etc. \$99.00

TGI BLACK WEDNESDAY

It is at the beginning of 1943, and the Soviets launch a huge assault against the Blue Division, comprised of Spanish volunteers. The newly appointed 63rd Guards Rifle Division lead the attack supported by the 72nd and 43rd Rifle divisions, and also supported by tanks of the 1st

Red Banner Tank Brigade. With individual vehicles and infantry platoons, 1040 counters, 2 x 22x34" maps, series and game rules, charts and tables booklets, 8 major scenarios, 2 - 50 hours playing time. \$75.00

AP BLOOD ON THE SNOW

A frozen hell. A war like no other war. The battle of Suomussalmi in the winter of 1939-1940 pitted a single, hastily raised and poorly equipped Finnish division against two full strength Soviet Divisions armed with more than 90 tanks. The Soviets were not equipped, however, for a war in sub zero temperatures against an enemy capable of living off the land and moving swiftly over the snow. A challenging game with low to middle complexity with five scenarios, stunning snowy map, 140 counters. \$22.00

COA BORODINO '41

The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorised Divisions reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severely that within five days they lost half their tanks and had to dissolve one SS regiment, widely taking Mozhaisk. But this time more Soviet reinforcements have arrived. 280 counters, maps, rules, etc. Special - \$30.00

COL EAST FRONT

This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters. The counters are rotated to provide step-reduction, as the unit takes losses, and the counters also provide fog of war. The blocks are also easy to stack and pick-up, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Khursk, etc. The game also links directly with West Front. This is a great game, of the most challenging theatre of war in WW2. \$90.00

VolgaFront This expansion allows players who own EastFront to simulate the planned Volga campaign of 1942 to defeat Russia. The VolgaFront full color mapboard joins to the eastern edge of the EastFront mapboard and extends play to the foothills of the Urals. This extension radically alters how the German player views the region east of Moscow and Stalingrad. With 11"x34" mapboard, scenario booklet, and the complete EastFront 2nd Ed rules book. \$30.00

GMT LOST VICTORY KHARKOV 1943

It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dnieper, with only a thin grey line to stop it. This game features a fast paced game system which combines movement, combat, support, and bombardment in any desired order; realistic combat system; and computer rules for weather, recon, reaction, HQs, etc. With 480 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players. \$65.00

AH PANZERBLITZ

The game of PanzerBlitz enables you to re-create the drama and furious action of tactical-level armored warfare on the Russian Front. Battle simulations take place on a realistic mapboard which reproduces about twenty square miles of typical Russian terrain. The playing pieces are platoon and company sized units. More than a dozen different scenarios are given, each of which allows you to recreate a completely new game situation in which to exercise your skill as a tank commander. With 352 counters, 22" x 24" mapboard, comprehensive rules, situation cards, etc. \$60.00

CAO OPERATION SPARK!

Operation Spark was the Soviet offensive in January 1943 to relieve Leningrad of the German siege. Soviet infantry are regulars and the Germans in battalions, the armor in companies, and the artillery in brigades. Artillery is crucial. The rules have a flexible command system, interactive exchanges of fire, and everything from aerosols to Tiger tanks to the Fascist Spanish Blue Division. And a frozen lake, a frozen bog, all dominated by one lone hell. Which the German defenders are securely entrenched upon. 560 back printed counters, 34"x22" map, charts, tables, rules, dice. \$60.00

JED RUSSIAN CAMPAIGN Series II

Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanized forces, without being buried by a barrage of rules - experience the crushing momentum of the blitzkrieg, the chilling ferocity of winter warfare and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. \$25.00

AH RUSSIAN FRONT

Recreates Operation Barbarossa, Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between 3 scenarios, or the huge campaign. Features basic, advanced, and optional rules, with the inclusion of naval and air assets. Combat occurs within the units (units suffer incremental losses) and can take more than one round to resolve. With 518 counters, colorful 32" x 22" mapboard, assorted reference cards, basic rules folder, battle manual. \$65.00

3W SPIRES OF THE KREMLIN

Using Order of Battle data recently released from the Russian archives, this is the first published game to offer so much of the battle for Moscow during the Winter 1941-42, covering both the German effort to take the city and the Russian counter offensive. Four months of action are covered in 2 day turns, and there are 16 scenarios and the campaign game. Units are battalions, brigades and divisions. 3 maps and over 1,000 counters. \$60.00

GMT TYPHOON Drive on Moscow 1941

In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. Spearheading the attack was Army Group Centre, lead by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defense and came within sight of the Kremlin, but the Soviets did not disintegrate as expected. With 960 counters, three 22x34" maps, six scenarios. \$80.00

AH TURNING POINT: STALINGRAD

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4, 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defense & week-long stalemates. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). \$50.00

Pacific Theatre

AH MIDWAY 2nd Edition

This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatant can be transferred to a battleboard where plans and ships slug it out. Components include 226 counters (individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. \$45.00

AH VICTORY IN THE PACIFIC 2nd Edition

This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irreplaceable, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamers' faeces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots of markers, and a 22"x28" mapboard (area movement). Recommended. \$55.00

Post World War Two

AVA ACQUIRE Deluxe Edition

This is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonuses in a calculated race to acquire the greatest wealth. With 14x22" color mounted mapboard, 3 sheets of hotel counters, 7 sets of stock certificates, money, etc. \$60.00

AVA AIR BARON

A fast paced business strategy game that lets you build the biggest and most profitable airline in North America. Players compete for control of the 58 busiest airport markets in the US and 16 major foreign markets. Should you try to dominate a hub? Spread out to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Or declare Fare Wars and go all out for market share. Includes mounted mapboard, 36 plastic planes, play money, simple rules, two counter sheets. \$75.00

GMT CRISIS SINAI 1973

In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days and their airforce was mauled badly by new Soviet SAMs, seen here for the first time. Somehow, the Israelis managed to win, through a combination of guts, genius, and superior mobility. But they could have easily lost. With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. \$75.00

S&T185 First Arab-Israeli War 1947-49

A simulation of the Israel War of Independence from 1947-49. On 30th Nov 1947, the United Nations made a resolution to partition Palestine into separate Arab and Jewish states. The Arabs response was armed clashes throughout Palestine that soon expanded into a full war, 280 counters, color map. \$27.00

AH IDF - Israeli Defense Force

Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraq, and Jordan. Vehicles are US, British, Czech, French, and Soviet. Has 524 counters, 4 mounted mapboards, 32 data cards, & reference sheets. \$90.00

AH Stock Market Guru

Buy and sell stocks and bonds. Decide when it's time to buy, sell, or hold onto what you have. Determine whether it's best to buy stocks, bonds, or that mutual fund. Pay broker's commissions. Watch how business cycles and interest rates affect your investments. Find out if you prefer high paying investments or, if you are more conservative, learn the consequences of your decisions. \$60.00

TGI YOM KIPPUR

In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Israel controlled the strategic Suez Canal and the desert wastes of the Sinai. The Arab world vowed revenge. Six years later the forces of Egypt and Syria attacked Israel again. This time the Egyptians worked out a special plan to cross the canal and backed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Sagger Anti-Tank missile. With a 22x34" map, 280 color counters, series and game rules, 6 scenarios from 3 - 10 hours each, etc. \$55.00

World War III

AH FLIGHT LEADER

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DVO section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Components feature 520 counters, and an outstanding 22"x32" mapboard (1 km per hex). \$50.00

AH M.B.T.

Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery batteries, variable endurance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards (100 metres per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. \$70.00

XENO SUSHI-JALAPENO WAR.

The nations of South America form the SAU. Mexico resents Japanese fishing interests and excites hundreds of Japanese fishermen. Japan, allied with the SAU, invades Mexico. To quote: "For Favor, my general, but why are the Japanese invading us?" "You imbecile, can't you see they are carrying the latest Nintendo Super 1640s? They mean to pay us tribute!" One day later, the Japanese capture Mexico without firing a shot. Can a fragmented US and the Republic of Texas stop Japanese and SAU aggression? Do you have the fortitude to use the bomb? Will the UN intervene on behalf of the PCC's 20,000,000 members of the bar? With a 20"x30" full color playing map, 85 color plastic pieces hover tanks, plans, infantry, APCs; 102 counters, 18 cards, rules. \$65.00

Science Fiction BattleTech

FAS BATTLETECH 4th Ed

By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10

42 Science Fiction Boardgames

meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighboring space, and limited water reserves. The Mechs are true titans, unequaled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. BattleTech has now been released as a 4th Ed. This contains no new rules, merely different contents. This boxed set contains an Introduction to BattleTech book, 32pages of full color containing QuickStart Rules and a universe background, two color map sheets, a 48 page rulebook, a 32 page record sheet, 144 full color tiny insignia stickers to stick on your mechs legs or counters, dice, and 48 full color stand-up mech counters, being two each of 24 types. The advantage of this set over the 3rd Ed is simply that you do get 24 different mech types, and two counters of each, whereas the 3rd Ed only gives two each of 14 types of mechs. \$45.00

BattleTech Compendium: The Rules of Warfare Contains all the rules needed for BattleTech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc... All rules clarifications or changes are marked in the text so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elements, etc. Also has some new mechs: including a new Axeman with twin LRMI15, a Clan Hunchback IIC with jump jets and twin Ultra AC/20; a map of the Innersphere. \$29.00

BattleTech Master Rules Replaces the Compendium. Combines material from BattleTech 4th Ed, CityTech, and other sources, to offer the most comprehensive set of rules ever published for BattleTech. Also has a new, complete set of table-top miniatures rules. Also mech designs, scenario building rules, and the Battle Value System for balancing forces. July. \$32.00

BattleForce 2 Contains two complete games. **BattleForce** is a fast-paced, easy to play game that recreates large scale mech combat on a tactical level. This system retains the feel of BattleTech by providing simple stats for each individual mech and tank, yet play is streamlined to allow players to use entire battalions. **Planetary Assault** is a game of all out war on a strategic level. The game map represents an entire planet's surface and nearby space. Covers the arrival of forces in the planetary system on Jumpships to the DropShip landings and the subsequent Mech battles raging at the landing zones. With 320 counters, 4 maps, rules, map of Innersphere in 3059. \$65.00

BattleLance Miniatures Rules This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. \$4.00

BattlePack: Fourth Succession War Even as Hanse Davion was marrying Melissa Steiner, thousands of BattleMechs stood poised to launch one of the largest military campaigns ever! This supplement requires only the BattleTech boxed set to play, and includes a book of background info and ten scenarios; a great new woodland map, 8 record sheets, and 20 full color stand-up counters of mechs! \$25.00

BattleTech Map Set #2 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the CityTech & BattleTech maps. \$27.00

BattleTech Maps Set #3 Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residential) hills. \$27.00

BattleTech Map Set #4 Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. \$27.00

BattleTech Map Set #5 Contains eight more 18"x22" mapsheets, featuring two each of a large mountain, deep canyon, open terrain, moonscape. \$27.00

BattleTech Tactical Handbook An advanced rules supplement for BattleTech. It provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double blind games, formulas for calculating the combat values of all BattleTech unit. It contains new weapons designed to deal with the Clans, such as Extra Long Range Missile Launchers, and a new level of tournament play, including using sensors, hidden movement, etc. \$19.00

CityTech 2nd Edition This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. These rules are also found in the BattleTech Compendium: The Rules of Warfare. There are 16 plastic mechs, which are conversions of the Rat Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, & Daishi. All are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. \$55.00

Comstar Sourcebook Examines the reclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new 'Mechs. \$24.00

Day of Heroes A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in the March Rebellion, as seen in Blood of Heroes novel. This module also finishes off the novel Blood of Heroes, which ended without resolving the combat situation. \$17.50

Explorer Corps Explore the uncharted reaches of space as a member of the Explorer Corps looking for the Clan homeworlds. Players encounter unimaginable dangers on strange worlds. Has info about space travel, rules for creating new worlds; and the history of the Explorer Corps. \$24.00

Field Manual: Draconis Combine Contains extensive info about all aspects of House Kurita's military. Every BattleMech Regiment of the DCMs is featured in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and BattleMechs. \$32.00

Field Manual: Free Worlds League An extensive survey of House Marik, the new industrial giant of the Inner Sphere. The manual contains a full military history of this turbulent realm, from the Succession Wars to the Andurian Civil War and beyond. Includes Marik's two new BattleArmor types, one being a stealth suit almost impossible to hit at medium to long ranges; also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, units mechs, etc. \$32.00

Field Manual: Mercenaries No war too small, no fee too high. An in-depth look at mercenaries in the 31st century, from the inner workings of a mercenary unit to detailed profiles of more than forty prominent mercenary bands. This how-to manual includes the histories, officers and favorite tactics of select mercenary units, special rules that reflect the unique capabilities of each mercenary command, & rules for your own merc units. \$32.00

First Somerset Strikers A sourcebook detailing the BattleTech animated series of thirteen episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book. \$29.00

First Strike A unique BattleTech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new armored vehicles and new OmniMech configurations. \$18.95

Invasion Clans The 3rd sourcebook on the Clans, this one detailing the rest of the Clans to invade the Innersphere. Included are Smoke Jaguars, Nova Cats, Diamond Sharks, & Ghost Bears. For each Clan there is history and background, explaining what made the Clan be what it is today; unit rosters, new Omni and 2nd Line Mechs. \$29.00

Maximum Tech BattleTech Advanced Rulebook Take your games to the max with this expansion for BattleTech. New optional rules for players, more realism, more weapons. Detailed rules for salvage, repair and customizing mechs, rules for drones, minesweepers and bridgelayers, expanded artillery rules, veteran mechwarrior abilities, the Battle Value rating system for building balanced forces, an expanded terrain types table including jungles, magma, tundra, & sand, etc! \$24.00

Mech Record Sheets 3025/3026 The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configurations, with the game info on all weapons & equipment appearing on each sheet. \$29.00

Mech Record Sheets 3050 Provides more than 250 filled out record sheets for Battlemechs, tanks, hovercraft & VTOLs from the BattleTech Technical Readout 3050. Includes variants and alternate configurations, with the game info on all weapons & equipment appearing on each sheet. \$29.00

Mech Record Sheets 3055/3058 More than 250 filled out record sheets for the battlemechs, tanks, hovercraft and VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configurations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet! \$29.00

Northwind Highlanders BattleTech scenario pack re-creating the entire history of this elite mercenary unit, from its earliest engagements in 2366 to its conflicts with Clan Smoke Jaguar. With force rosters, prominent characters, new mechs, etc. \$19.00

Technical Readout 3025 Revised Printing Includes game statistics, technical background, and illustrations for 55 'Mechs, variants, and conventional vehicles, combat aircraft, etc. This revised printing also includes support vehicles, aerospace craft and rare Star League era mechs from Readout 2750, which is being dropped. \$24.00

Technical Readout #2 3026 Vehicles & infantry combat equipment. \$24.00

Technical Readout #4 3050 Revised The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. Also includes mechs and vehicles from the 2750 Tech Readout, as well as being re-formatted. 224 pages. \$29.00

Technical Readout #5 3055 Illustrations (some in colour), descriptions & stats for Inner Sphere 'Mechs, Clan OmniMechs & Omnifighters, 2nd-line 'Mechs, and refits! \$24.00

Technical Readout #6 3057 Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewal of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. \$24.00

Technical Readout #7 3058 Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprints have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Innersphere mechs and vehicles. \$29.00

The Battle of Coventry A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventeen scenarios and special campaign rules. \$19.00

The Dragon Roars A BattleTech campaign that includes rules for *BattleForce 2*. The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. Lists all the units involved in each attack wave, campaign rules, maps, etc. \$19.00

The Fall of Terra Oh no! Those loonies from Comstar who set up in House Marik territory and called themselves Word of Blake, take advantage of everyone else's attention being on the Clan-Innersphere conflict, and launch a multi-front blitzkrieg offensive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle. \$19.00

The Periphery Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds, etc. \$29.00

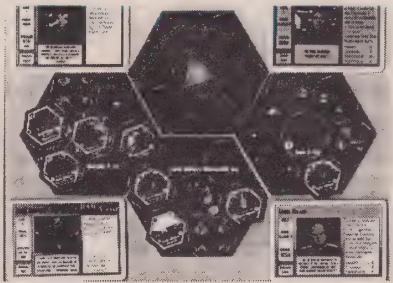
See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

CGS Babylon 5 Component Game System **/#

Without any doubt, *Babylon 5 Component Game System* Core Set, will be Military Simulations No. 1 selling boardgame this year. This is a game of galactic exploration, colonization, diplomatic and military conflict, and conquest - all in the Babylon 5 universe. This Limited Edition game is set in 2258 AD, just before the appearance of the Shadows and the Narn Centauri conflict. You lead one of the four main races, Earthforce, Minbari, Narn or Centauri. Babylon 5 is neutral territory. Can your ambassador living on Babylon 5 outwit the representatives of the other races in this fast-paced component board game? The Council resides on Babylon 5, voting on many issues which affect the galaxy. The size of your empire's economy and battlefleet dictate your victory. Explore the galaxy on an evolving board that is different everytime you play. The board consists of 95mm geometric hexagonal tiles, each with 7 smaller hexagons. The player's homeworld tiles and Babylon 5 tile are placed down face up, but all other tiles are randomly placed face down, so you do not know what they are until a ship moves onto the tile to explore it. Some tiles have rich worlds ready to be colonised, others hazards such as black holes or nebulas. Use strategy to lead your fleets into combat with your opponents, the ships manoeuvring about on the small hexes printed on each tile. Minbari ships are the most manoeuvrable, Earthforce the least, but Starfuries and Omega Destroyers are powerful! Minbari Cruisers are the most powerful ships, of course. The basic game can be played as a simple explore, colonize, and conquer game. But the advanced game uses a deck of 60

non-collectable cards to resolve diplomacy on Babylon 5, as well as grant a whole plethora of advantages and disadvantages to the whole game. Counters have photos of the ships, colonies, etc that they represent, as do the cards have photos from the series. The rules are simple but thorough, and it makes a great game. From two to four players can play. Further supplements will add the Shadows and the Vorlons, League of Non-Aligned Worlds, etc.

⇒ Babylon 5 CGS 2258 Ltd Ed Core Set \$65.00
⇒ 2258 Earth Alliance Starter Kit (in Core Set) \$27.00
⇒ 2258 Narn Starter Kit (in Core Set) \$27.00
⇒ 2258 Minbari Starter Kit (in Core Set) \$27.00
⇒ 2258 Centauri Starter Kit (in Core Set) \$27.00
⇒ 2259 The Shadows Starter Set Expansion April \$27.00
⇒ 2258 The Vorlons Starter Set Expansion April \$27.00



TAS FEDERATION & EMPIRE (DELUXE) ***/#

A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rules/scenario book, 1512 counters (individual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... \$99.00

CARRIER WAR Expansion for F&E, with Federation SWACs Electronic shuttles, individual carrier and escort counters, Klingon swarm attack groups, setup charts for scenarios, two major scenarios, the 2nd can be a huge campaign. 48 page rulebook, 324 counters, 32 p setup. \$35.00

MARINE ASSAULT Marines may seem out of place in a sweeping game of strategic space combat, but not so. Marines are part of the combined arms team and are one way to destroy those fixed defenses that stand between you and the planet you want to attack. Covers marine assaults, special attack forces, monitors, prime teams, six scenarios, 432 ctrs. \$26.00

AH GALAXY: The Arena */#

The sequel to *Titan: The Arena* card game. Players are given fleets of spacecraft. Each ship has unique strengths and capabilities. To provide further detail and depth of strategy, more powers are wielded by the eight alien worlds. Play is dictated by silent alliances and hidden agendas. Due July. \$54.00

DP9 MINI HEAVY GEAR */#

This is just like the MINI CAR WARS that was released a few years ago. This is an introductory level game of Heavy Gear (based on the wargames rules found in the RPG). It is a simplified system but keeps all the flavor of the game, so is easy to learn and to play. This is a complete game, with glossy full color map, 8 glossy full color back to back Heavy Gear mechs counters, for two types of Heavy Gear, including several variable weapons systems. You need a few 6 sided dice to play. \$1.00

AH PRINCESS RYAN'S STAR MARINES *###

A combination card and board game based on the adventures of a rag-tag company of Star Marines and their attempt to rescue on the far flung home world of the Dark Empire. Up to five players can assume the role of the Star Marines. A sixth player or the game system can control the evil Black Guards. The Star Marines must make their way through an ever-changing battlefield that's loaded with traps, fortifications, ambushes and seemingly never ending hordes of Black Guard ground and air forces. Some artwork is done by Larry Elmore. Features two stunning mounted mapboards, each 16"x22", short 16 page rules, 32 site cards, 36 guard cards, 24 marian cards, 50 weapon cards, 60 dispatch cards. Artwork is great! \$109.00

WIZ ROBO RALLY Revised Printing */#

A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering*. The game is set of a distant planet which is an automated factory world that manufactures widgets. But the robots maintaining the factories are bored, and they accidentally discover a way of occupying themselves. One robot suffers a malfunction and scurries through a grid manufacturing centre, where it was spun about by conveyor belts, fried by industrial lasers, until it was finally converted into a widget. Twelve seconds later, the robots held the first "robo-rally", where a number of robots with the intelligence of your average door knob, raced across the deadly, ever changing factory floor. Game play involves giving your robot a sequence of program cards to direct it to the finishing line, but other robots, random laser shots, changing conveyor belts, and bottomless heating shafts all make the race rather unpredictable! Includes 8 pewter robots, 6 mounted, interchangeable mapboards, 84 program cards, 26 option cards, rules & counters. \$70.00

ARMED & DANGEROUS

Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleporters, etc. A manual that describes the exact specifications of the new options and board elements, and an assortment of counters enhance game play. \$60.00

CRASH & BURN

Two all new gameboard squares, including flamers to fry your poor little robots with, oil slicks to send the robots in all directions (hopefully into a flamer), and portals to let your robot jump to other places on the maps. \$24.00

Silent Death The Next Millenium

Now in the Miniatures & Miniatures Rules Section: Page 54

BTRC SLAG */#

The space combat game you don't need to be a rocket scientist to play, or a defense budget to afford. Fast enough to play over lunch, with custom ship design and handiapping rules for different tech levels to provide endless variation and challenge.

Includes many pre-designed ships of various tech levels and sizes, peel-off stickers for ships, and two space maps on the inside covers. \$10.00

GAM SPACE HULK

Perhaps the most popular Science Fiction boardgame of all time has just been re-released in an all new, updated version. Set in the depths of space, vast derelict space craft drift ever closer toward the Imperium. Clad in mighty Terminator armor, the Space Marines board these derelict hulks and come face to face with the greatest threat to the Imperium - hordes of ravenous Genestealers, sent by their Tyrannid masters to subvert mankind. There is a book with 48 missions set out in color, and the Space Marine player must attempt to complete the wide variety of missions, with a time limit and limited initiative. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, counters, 24 space hulk doors, banners & transfers, and 7 dice. The quality of the components is nothing but exceptional. Excellent! *Note new price.* \$75.00

MB STAR WARS MONOPOLY Classic Trilogy Ed */#

The standard game of Monopoly except with everything having a Star Wars flavor. With stunning Star Wars artwork, it features Star Wars related items such as the Imperial Palace replacing Mayfair, docking taxes, you buy Tie Fighters or the Millennium Falcon instead of Stations, 9 pewter tokens of the Star Wars characters including Vader, Leia, Luke, R2D2, etc, and instead of houses and hotels, there are X-Wings and Millennium Falcons, or Tie Fighters and Star Destroyers. \$90.00

Star Fleet Battles

TAS Star Fleet Battles Captain's Ed Basic Set ****/###

This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), racial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters), campaign play & designer's notes. \$60.00

CADET TRAINING HANDBOOK An introduction to Star Fleet Battles. The challenge of starship command. Out-think, out-shoot, and out-manuever your opponent in warp dogfights through the galaxy. This book containing 80 counters and two light card star maps, places you in command chair of the Federation starship Constellation, where you will learn the skills of a starship commander in easy-to-grasp steps. As you continue through the handbook, the mysteries of the Romulan cloaking device, Klingon disruptors, and elements which make every race unique will be revealed to you. \$16.00

CAPTAIN'S LOG #9 80 page book containing story, weapons, scenarios, map, tactics, & 4 new carrier SSDs. \$17.00

CAPTAIN'S LOG #10 80 page SFB annual, features a short story, 5 scenarios, another look at special tactics, 4 new Hydron SSDs, lots of FEDERATION & EMPIRE stuff, etc. \$17.00

CAPTAIN'S LOG #12 A preview of the Early Years, new SSDs, scenarios, articles, fiction, play aids, & a report from the winner of the SFB tournament at Origins. \$17.00

CAPTAIN'S LOG #13 80 pages of fiction, scenarios, new SSDs. \$17.00

CAPTAIN'S LOG #15 80 pages with a story on Kintin commandos assaulting a Lyran command cruiser, a section on Hydron tactics, four new tournament ships, rules for Jindarians in Prime Directive, a timeline, lots of scenarios, & stuff for Federation and Empire. \$17.00

CAPTAIN'S LOG #16 A 112 page book containing fiction - a hostage rescue in Tholian space; tactics for using X-ships; four new maulers, Fed DDX, Klingon D5XD, Jindarian shipyard cruisers; scenarios, stuff for Fed & Emp, and 16 pages of Frax SSDs. \$26.00

CAPTAIN'S LOG #17 With a brief history of the General War, a seminar on tactics, four new ships, new cadet ships; the Mutinies in Prime Directive; painting guides for the new range of miniatures, heaps of challenging new scenarios, etc. \$26.00

CAPTAIN'S MODULE H2: Megahex II 240 stunning full color 1" counters and five planets using 32mm hexes. \$27.00

CAPTAIN'S MODULE J: Fighters With new rules (chaff packs, shuttle bay explosions, aegis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counter, & a new space monster! \$35.00

CAPTAIN'S MODULE K: Fast Patrol Ships Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc), 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed' Heavy Drone Fighter, 9 scenarios, 324 counters, & a new space monster! \$35.00

CAPTAIN'S MODULE P6: Galactic Smorgasbord With two new races from SFB history: The Paravian with their Raptor Light Cruiser with its fiery Quantum Wave Torpedoes, trying to kill Gorgs or die trying; the subject race of the Vudar Enclave rebels against the Klingons and rampage with War Destroyers that use powerful technology to defeat their foe. Also new scenarios, new ships, new weapons, etc. \$17.00

CAPTAIN'S MODULE X1: X-Ships The most powerful starships in the galaxy clash in the titanic final battles of the General War. Has a 64 page rulebook with advanced systems: rapid pulse phasers, fast-arming heavy weapons, deadly new drones, Stinger X-fighters, faster acceleration. 16 new scenarios from the General War through the devastating battle between a Federation X-squadron and the just completed Andromedan Devastator. Also 96 page SSD book, 108 counters. \$35.00

Master Annex File All of the juicy details of every ship and fighter, completely updated and re-organized for easier player access. Also a Master Ship Chart with over a thousand ships, listed by crew, marines, BPV, spare shuttles, rules references, year in service, turn mode, explosion strength, command rating, etc. \$16.95

MODULE C1: New Worlds I Details the weapons, ships & history of the Hydron King-dom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wynn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. \$26.00

MODULE C3: New Worlds III The LDR, Seltorians, rules, scenarios, & new counters. \$29.95

MODULE C4: Fleet Training Center Fleet HQs of each race in SFB have created Simulator Races to test their new captains. None of those races are given here: Frax, Sharkhunters, Qaris, Tronians, Barbarians, etc. With new ship types, new weapons, etc, includes 216 counters and two books, a 96 page SSD book and a 96 page book of rules. \$42.50

MODULE M: Star Fleet Marines The toughest hordes in space storm through the airlocks and blast the enemy. Whether on a base, starship, or planet, the Marines will teach the enemy a lesson they won't forget. Includes rules for conducting ground combat, rules for boarding parties, including boarding diagrams for all the major warships types of the main races; rules for transporter artillery, 62 new SSDs with command ships, ground assault ships, troop transports, & 16 new scenarios that portray every aspect of marine action, & 216 counters. \$37.50

MODULE R2 Lots of ships, some of 'em new: 40 Federation, 30 Kintin, 10 Orion, and 3 An-dromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. \$30.00

MODULE R3 Another collection of ships, again some are new: 35 Klingon (with 4 new pods), 26 Lyran, 22 Hydron, & 2 Wynn. Includes SSDs, 6 scenarios, & 216 counters. \$30.00

MODULE R4 Ships, SSDs, scenarios for the Romulans, Gorgs, Tholians & ISC. \$30.00

MODULE R5 Battleships Covers battle carriers, battle control ships, space control ships, heavy command cruisers, new heavy cruisers, and a lot of ass-kickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! \$27.00

MODULE R6 The Fast Warships Brings a new fast-paced excitement to SFB with the introduction of Fast Cruisers, Heavy War Destroyers, Mobile Carriers, Fast Supply Ships, Police Flagships, 95 new ships and their SSDs, 10 new scenarios, 216 counters, 64 pages of rules. \$50.00

MODULE S1: Scenario book #1 51 scenarios & a 19"x23" asteroid-belt map. \$19.00

MODULE S2: Scenario book #2 with 50 new scenarios, for both F&E and SFB, & a full color map of an asteroid field. \$19.95

MODULE T: TOURNAMENTS 1996 Tournament rules, 16 balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. This 1996 version includes new rules and new SSDs. \$22.50

SFB CAMPAIGN DESIGNER'S HANDBOOK Campaigns are the ultimate expression of Star Fleet Battles. Only in a campaign setting does everything - cost, fleets, technology, availability, movement, economics, deployments - come together into a complete picture of war in space. This book provides options allowing you to create a campaign that suits your own tastes and interests. \$25.50

STAR FLEET MISSIONS A fast beer 'n' pretzels card game version of SFB. \$30.00

STAR FLEET BATTLES MINIATURES

TAS5301	Federation CA	\$11.95
TAS5302	Klingon D7	\$11.95
TAS5303	Romulan Warbird (2)	\$11.95
TAS5401	Starter Set	\$30.00

(Federation CA, Klingon D7, Warbird, 2 x Tholian PC)

THE NEW STAR FLEET BATTLES MINIATURES

A new range of smaller scale ships that are an average of one inch long, allowing them to fit perfectly on the large hex map. The bases also fit exactly upon the normal SFB maps.

TAS5101	Federation CA (3)	\$14.50
TAS5102	Klingon D7 (3)	\$14.50
TAS5103	Romulan Skyhawk (3) August	\$12.50
TAS5105	ISC DD (2)	\$14.50
TAS5106	ISC DD (4) August	\$12.50
TAS5110	Hydron CL (3) August	\$12.50
TAS5112	Orion Raider (4) August	\$12.50
TAS5114	Orion Salvage Cruiser (3)	\$12.50
TAS5116	Romulan Warbird (3)	\$12.50
TAS5118	Andromedan Conquistador (4) August	\$12.50
TAS5119	Hydron Lancer (3)	\$12.50
TAS5122	Andromedan Intruder (3)	\$12.50
TAS5124	Romulan Sparrowhawk (2) August	\$14.50
TAS5125	Tholian NCA (3) August	\$14.50
TAS5128	Tholian PC (4)	\$12.50

AH Starship Troopers

One of Avalon Hill's best productions, this excellent game is a faithful representation of the hit movie, *Starship Troopers*. You'll lead a squad of Starship Troopers against giant, fierce bugs on a barren and forbidding planet. The game board has randomly placed features so no two games are alike. Can you hold off the limitless hordes of flying, crawling and digging bugs while attempting to locate and nuke their lairs? The final objective - kill the brain-bug! Can your technology survive against their numbers? With full color stand-up counters with photos of the troopers and bugs, and a stunning mounted mapboard. Rules are nice and simple, and games take around one hour. \$60.00

FFG Twilight Imperium

As soon as I learnt of this game I immediately hunted down the manufacturer and ordered a whole heap of 'em! This is a visually stunning and very playable boardgame of galactic colonization, conquest, & expansion, for 2 to 6 players. The board is different every game, as it has 49 beautiful, 76mm-wide thick-card, geo-morphic hexes, that are arranged differently each game. These tiles include planets, twin-sun systems, asteroid fields, supernovas, wormholes, & empty space. Players control one of six unique alien races and one homeworld, whereupon they spend production to build spaceships, planetary defenses and units, spacedocks, and develop technology. 76 action cards and 20 political cards add plenty of random events to the game, but often the player who best backstabs the others will win! The rules are a refreshingly short 16 pages, so concentrate on fast paced, action filled games. Ship types are fighters and carriers, cruisers, and dreadnoughts. Thoroughly recommended. \$85.00

Borderlands Adds two new races to *Twilight Imperium*. The 8 page rulebook also adds several advanced rules options such as assassins, advanced construction, mines, & declarations of war and peace, etc. Includes 238 counters for the two new races and advanced rules, and 32 new action and political cards. \$34.00

Distant Suns Gives neutral planets pre-existing wealth, dangers, ground forces; a two table game for eight players connected by worm-hole; official tournament rules; optional rules including advanced trade; 32 additional cards, and sheet of counters with more dreadnoughts and ground forces! \$45.00

Fantasy

FFG BattleMist

This is a fantasy version of *Twilight Imperium*. In the ever-changing domain of Mennara, trouble stirs. Control one of six powerful races, and lead your realm into vast forests, plains and mountains in search of the key to ultimate power, the Stars of Timorran. Expand your realm, grow impressive cities, building mighty armies, wield terrible magic, and send heroes on quests. Featuring the hexplay adaptable gameboard, so every game is different. For 2 to 6 players. *Due June.* \$95.00

AH MAGIC REALM 2nd Edition

Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich

and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitary play, commerce, artifacts, the five colours of magic, hirings, character purchases & caching, healing, etc. Component features: 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure. \$60.00

STE KNIGHTMARE CHESS */#

An extremely popular accessory for the game of chess. This box contains 80 dark and beautiful cards, featuring art by Rogério Vilela, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degrees, for example, and suddenly all your pieces have to move in a different direction! You can also play cards on your opponent's moves - making things really chaotic! \$30.00

AH TITAN

A riproaring fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasts - in each terrain-locale on the Masterboard a new critter can try to be coerced into a legion. When opposing legions clash on the Masterboard play is transferred to one of eleven 8"x11" Battleground maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flingin', beer-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summoning angels, etc. With 621 large, attractive counters. \$65.00

GAM TALISMAN 3rd Edition */#

The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, load cards, over 100 counters, 32 coins, etc. A good fun romp. \$90.00

ICE THE HOBBIT

A superb family game based upon Tolkien's novel *The Hobbit*. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards (each time you reach an area it is classified such as Peril, Adventure, etc, & you take an appropriate card); all "combat" between hobbits is resolved by riddle cards; are there are all manner of gold, special cards, talismans, etc, to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Includes 4 plastic hobbits, coins & life points, special dice. \$60.00

AH TITAN: The Arena */#

Like the bloodthirsty spectators of an ancient Roman coliseum, players wager on the outcome of each bloody battle. The game transports them to a fantastic world of Dragons, Cyclops, 6-headed Hydraz and other evil creatures where quick and deadly battles for survival ensue. Each of the 2-5 players uses strategy and cunning, together with some good luck, to protect their wagers and to keep their monsters alive until the end of the game. With 110 cards of 8 major creatures, 88 creature strength cards, 11 minor creatures, 25 wagering chips, etc. Each creature has its own characteristics. \$40.00

GAM WARHAMMER QUEST */#

This large boxed game is so heavy I can only just pick it up with one hand! This game effectively replaces the Warhammer Fantasy RPG. This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warriors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps in their quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 giant rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant-bats, 12 snottlings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. \$99.00

Catacombs of Terror The Dread King waits in the darkness of his pyramid tomb, while an evil Necromancer seeks to restore him to power. Can you stop him? Includes the Dread King on throne, the Necromancer, and 5 other miniatures, plus rules, two rooms, passageway, chasm, cards, etc. \$57.00

Lair of the Orc Lord Dare to enter the domain of the Black Fang Orcs of Mount Gundab, rule by the Warboss Gorgut. With eight metal miniatures including Gorgut, two rooms and passageway, rules, doorways, cards, etc. \$57.00

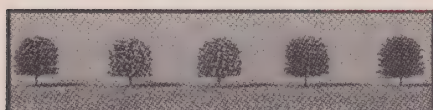
WARHAMMER QUEST MINIATURES

CIT00017	CHAOS WARRIOR	\$22.00
CIT00081	PIT FIGHTER CHARACTER PACK	\$22.00
CIT00098	IMPERIAL NOBLE	\$22.00
CIT00104	WARRIOR PRIEST	\$22.00
CIT00111	ELF RANGER	\$22.00
CIT00128	DWARF TROLLSLAYER CHARACTER	\$22.00
CIT00135	WARDANCER	\$22.00
CIT00159	WITCH HUNTER	\$22.00
CIT00203	TREASURE CARDS DECK 1	\$15.50
CIT00210	TREASURE CARDS DECK 2	\$15.50
CIT00227	TREASURE CARDS DECK 3	\$15.50
CIT00265	EVENT CARDS	\$15.50

AH WIZARDS QUEST */#

One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Marnon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spots he can find. The orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. \$50.00

K & M MODEL TREES



Deciduous Tree Size 1 - Green Height - 3cm without base
- Autumn Height - 3cm without base

\$1.10 each unbased or \$99.00 for a box of 100
(There are no suitable bases. Trees are suitable for 1/300th:
Epic Warhammer 40,000, BattleTech, Micro, etc.)



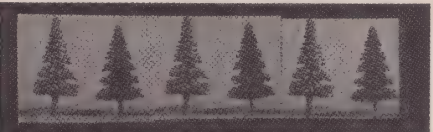
Fir Tree Size 1 - Green Height - 3cm without base

\$1.10 each unbased or \$99.00 for a box of 100
(There are no suitable bases. Trees are suitable for 1/300th:
Epic Warhammer 40,000, BattleTech, Micro, etc.)



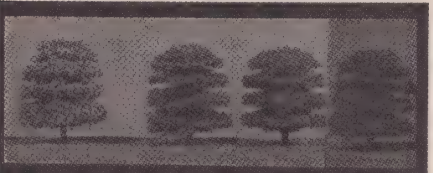
Deciduous Tree Size 1A - Green Height - 5cm without base
- Green Height - 6cm with base
- Autumn Height - 5cm without base
- Autumn Height - 6cm with base

\$1.95 each unbased or \$43.00 for a box of 25
\$2.65 each based or \$59.00 for a box of 25
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonic,
Epic Warhammer 40,000, BattleTech, Micro, etc.)



Fir Tree Size 1A - Green Height - 5.5cm without base
- Green Height - 6.5cm with base

\$1.95 each unbased or \$43.00 for a box of 25
\$2.65 each based or \$59.00 for a box of 25
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonic,
Epic Warhammer 40,000, BattleTech, Micro, etc.)



Deciduous Tree Size T70 - Green Height - 7cm without base
- Green Height - 9cm with base
- Autumn Height - 7cm without base
- Autumn Height - 9cm with base

\$3.25 each unbased or \$73.00 for a box of 25
\$3.95 each based or \$88.50 for a box of 25
(Suitable for all 25mm figures, eg Warhammer Fantasy and
40K, and all 15mm games such as DBM.)



Fir Tree Size 2A - Green Height - 10cm without base
- Green Height - 12cm with base

\$3.75 each unbased or \$67.50 for a box of 20
\$4.45 each based or \$80.00 for a box of 20
(Suitable for all 25mm figures, eg Warhammer Fantasy and
40K, and all 15mm games such as DBM.)



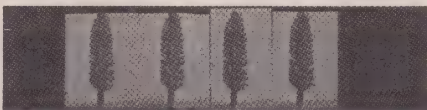
Deciduous Tree Size 3 - Green Height - 13cm without base
- Green Height - 15cm with base
- Autumn Height - 13cm without base
- Autumn Height - 15cm with base

\$4.95 each unbased or \$89.00 for a box of 20
\$5.65 each based or \$101.00 for a box of 20
(Suitable for all 25mm figures, eg Warhammer Fantasy and
40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



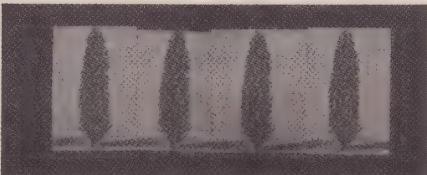
Poplar Tree Size 1 - Green Height - 3.5cm without base

\$1.10 each unbased or \$99.00 for a box of 100
(There are no suitable bases. Trees are suitable for 1/300th:
Epic Warhammer 40,000, BattleTech, Micro, etc.)



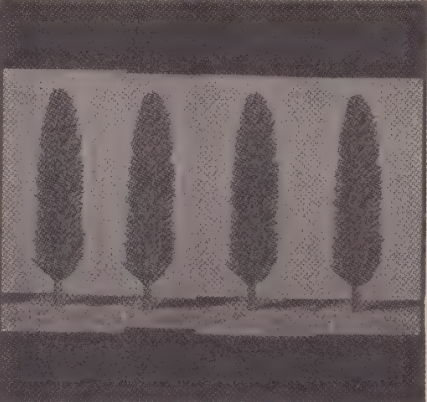
Poplar Tree Size 1A - Green Height - 5.5cm without base
- Green Height - 6.5cm with base

\$1.95 each unbased or \$43.00 for a box of 25
\$2.65 each based or \$59.00 for a box of 25
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonic,
Epic Warhammer 40,000, BattleTech, Micro, etc.)



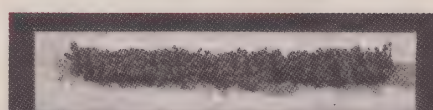
Poplar Tree Size 2 - Green Height - 6.5cm without base
- Green Height - 7.5cm with base

\$2.50 each unbased or \$56.00 for a box of 25
\$3.20 each based or \$72.00 for a box of 25
(Suitable for all 25mm figures, eg Warhammer Fantasy and
40K, and all 15mm games such as DBM.)



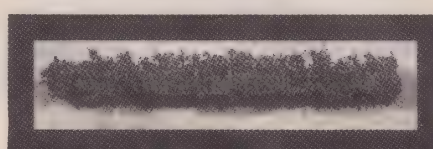
Poplar Tree Size 3 - Green Height - 12.5cm without base
- Green Height - 14.5cm with base

\$4.95 each unbased or \$89.00 for a box of 20
\$5.65 each based or \$101.00 for a box of 20
(Suitable for all 25mm figures, eg Warhammer Fantasy and
40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



Small Green Hedge Size - 15.5cm long by 1.6cm high

\$2.95 each or \$53.00 for a box of 20
(Suitable for 15mm ancients, Napoleonic, fantasy etc, or as a
small hedge for Warhammer Fantasy or 40K, WW2.)



Large Green Hedge Size - 18cm long by 2cm high

\$4.75 each or \$85.50 for a box of 20
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy
or 40K, World War Two, US Civil War, etc.)



K & M FLOCK

An excellent range of fine flock to put on the bases of your
miniatures.

K&MSCATTER1	Grass Green Flock	\$4.50
K&MSCATTER2	Grass Medium Green Flock	\$4.50
K&MSCATTER3	Light Olive Green Flock	\$4.50
(This color is the closest to Citadel Flock)		
K&MSCATTER4	Dark Olive Green Flock	\$4.50
K&MSCATTER7	Dark Green Flock	\$4.50
K&MSCATTER9	Dark Brown Flock	\$4.50
K&MSCATTER10	Mushroom Brown Flock	\$4.50
K&MSCATTER14	Golden Sand Flock	\$4.50



K&M Trees, hedges, and Geo-hex hill

SCENERY FOR MINIATURES

COLOR CODE

■ New Item Now Available and in Stock

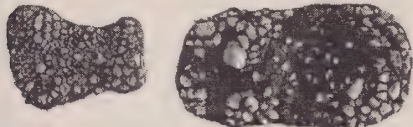
■ New Item Not Yet Released

Adventurous Spirit Roads, Rivers, Terrain

High quality roads and rivers etc made of rubber urethane. Paint with acrylics.

DBM 15mm Terrain Features

DBM Enclosed Fields (2 different fields)\$15.00
DBM Rough Going (3 different patches rough going) below\$20.00



DBM Swamp (170mm x 100mm, peanut shaped)\$9.00
DBM Lake (250mm x 150mm, peanut shaped)\$18.00

DBM Straight Dirt Road Set, 120cm long, 5cm wide\$40.00
Cast in a light brown, just needs dry brushing.

DBM Curved Dirt Road Set, 85cm long, 5cm wide\$40.00
Cast in a light brown, just needs dry brushing.

DBM Junction Dirt Road Set, X-Rd, 2xT-Inter, Y-Junction\$40.00
Cast in a light brown, just needs dry brushing.

DBM Big Dirt Road Set (Any 3 of the above sets)\$110.00
Cast in a light brown, just needs dry brushing.

DBM Dirt Roads Starter Set\$140.00
Cast in a light brown. Just needs dry brushing. Includes 2 Straight Sets, one Curved Set and one Junction Set.

DBM Roman Cobblestone Roads (5cm wide by 120cm long)\$40.00
Cast in a light grey, just needs dry brushing, and the dirt mounds on each side of the road need to be painted brown.

Cobblestone Road Junctions (2 T-intersections, 2 crossroads)\$40.00
Cast in a light grey, just needs dry brushing, and the dirt mounds on each side of the road need to be painted brown.

DBM River Straight Pack (4cm wide by 120cm long)\$40.00
Cast in brown. Has six mostly straightish pieces, including a natural ford crossing.

DBM River Winding Pack (4cm wide by 80cm long)\$40.00
Cast in brown. Has eight pieces, all winding. Supplement to above pack.

DBM River/Stream System (4cm wide by 300cm long)\$110.00
Cast in brown. Has eighteen pieces, including road crossing, bridge crossing (needs a bridge), ford crossing, lots of straight and winding sections.

1/300th Scale Straight Dirt Road Set, 180cm long, 3cm wide\$20.00
Cast in a light brown, just needs dry brushing.

1/300th Scale Curved Dirt Road Set, 180cm long, 3cm wide\$20.00
Cast in a light brown, just needs dry brushing.

1/300th Scale Junction Dirt Road Set, 2 x Cross-Roads, 4 x T-Inter, 2 x Y-Junction\$20.00
Cast in a light brown, just needs dry brushing.

Any Scale Crater Set (20 assorted craters, 12mm-30mm wide)\$6.00
Cast in a light brown, just needs dry brushing.

Big Crater Set (10 assorted craters, 30mm-80mm wide)\$15.00

Armorcast's Terraform

Armorcast are the company who brought us those magnificent resin kits of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armorcast have just released a magnificent range of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomex, and Legions of Death/Planetstorm. Check these out - they are fantastic!

Ruined Building Corners

ARM110 Ruined Building Corner with Single Door\$12.50
Stands 62mm high, with one single door, 4 windows, 75mm x 80mm

ARM111 Ruined Building Long Corner with Double Door\$12.50
Stands 62mm high, with single door & double door, 3 windows, 40mm x 115mm

ARM112 Low Ruined Building Corners (2)\$16.95
Two L shaped 40-50mm tall ruined building corners, one longer than the other

ARM113 Low Ruined Building Corners with shell holes(2)\$16.95
Similar to above, but pitted and scored with shell holes.

ARM115 Two Stories Ruined Building Corner, Roller Door\$14.95
Stands 88mm high, with single door, roller door, 6 windows, 85mm x 55mm

ARM116 Two Stories Ruined Building Long Corner\$14.95
Stands 88mm high, with single door, 8 windows, 47mm x 102mm

ARM117 Two Story Corner with Floor\$18.95
Two story high corner of a building with windows at ground and first floor level, with a floor for the first floor, 9cm high, 11cm wide.

ARM118 Three Story Corner with Two Floors\$33.95
Three story high corner of a building with windows at ground, first floor level, and second floor level, with a floor for first and second levels, 12.5cm high

ARM119 Four Story Corner with Three Floors\$33.95
Four story high corner of a building with windows at all floor levels, with a floor for first, second and third levels, 17.5cm high

ARM121 T Section of Ruined Building with Door\$13.50
A T section of ruined building with a door, about 6cm high

ARM122 T T Section of Ruined Building\$13.50
A much taller T section of ruined building without a door. About 9cm tall

High-Tech Walls

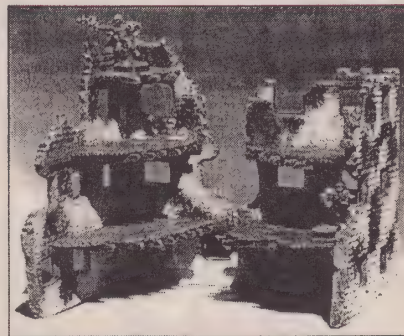
ARM130 High Tech Walls Set 1 (2)\$14.95
Two walls about 6cm tall, one 15cm wide and one 10cm wide

ARM132 High Tech Walls Set 2 (2)\$14.95
Two walls about 6cm tall, 12.5cm wide. Great for Necromunda

ARM133 High Tech Walls Set 3 (2)\$14.95
Two walls about 6cm tall, 15cm x 10cm wide, covered with pipes, bolts, levers

ARM134 High Tech Walls Set 4 (2)\$14.95

Two walls about 6cm tall, each 12.5cm wide, covered with pipes, bolts, levers.



XTF 119 4 STORY CORNER AND XTF 118 1 STORY CORNER

Stone Walls

ARM140 10cm x 2cm Small-Rock Walls (3)\$9.95
Walls 2cm tall, 10cm long, made of small rocks.

ARM142 10cm x 2.5cm Quarry-Stone Walls (3)\$9.95
Walls 2.5cm tall, 10cm long, made of quarry stones.

ARM146 10cm Straight Sandbag Walls (3)\$9.95
Walls 2.5cm tall, 10cm long, straight, made of sandbags.

ARM148 10cm Curved Sandbag Walls (3)\$9.95
Walls 2.5cm tall, 10cm long, curved, made of sandbags.

ARM160 15cm x 2cm Small-Rock Walls (3)\$11.50
Walls 2cm tall, 15cm long, made of small rocks.

ARM162 15cm x 2.5cm Quarry-Stone Walls (3)\$11.50
Walls 2.5cm tall, 15cm long, made of quarry stones.

ARM190 23cm x 2cm Small-Rock Walls (2)\$11.50
Walls 2cm tall, 23cm long, made of small rocks.

ARM192 23cm x 2.5cm Quarry-Stone Walls (2)\$11.50
Walls 2.5cm tall, 23cm long, made of quarry stones.

Science Fiction Terrain

ARM210 Piles of Rubble\$9.95
A 25mm high pile of bricks, and 25mm high pile of rubbish with skulls.

ARM218 Large Pile of Junk\$13.95
7.5cm tall pile of vehicle parts and other junk.

ARM220 Tri-Tank Fuel Cells\$8.75
Three round chemical storage tanks connected together, about 30mm high.

ARM222 Cryo Generator & Small Power Unit\$9.95
37mm high Cryo Generator and 25mm high Small Power Unit.

ARM224 Cryo Tank, Fuel Processor, Oil Storage Tank\$9.95
37mm high Cryo Tank, 30mm tall Fuel Processor, 25mm tall Oil Storage Tank.

ARM230 Large Tri-Tank Fuel Cells\$14.95
Three large round chemical storage tanks connected together, about 50mm high.

ARM232 Large Cryo Generator\$12.50
One large Cryo Generator, about 60mm high.

ARM234 Large Fuel Processor (1)\$9.95
One large Fuel Processor, about 40mm high

ARM236 Large Cryo Tanks (2)\$12.50
Two large spherical Cryo Tanks, about 60mm high.

ARM240 Power Grid (2)\$11.00
Two pieces of a Power Grid, one about 20mm high, the other 45mm high.

Containers

ARM310 Small Wooden Crates (9 crates)\$9.95

ARM312 Medium Wooden Crates (6 crates)\$9.95

ARM314 Medium Vertical Wooden Crates (4 crates)\$9.95

ARM316 Medium Vertical Metal Crates (4 crates)\$9.95

ARM320 Large Wooden Crates (4 crates)\$12.50

ARM322 Large Metal Crates (4 crates)\$12.50

ARM324 Large Vertical Wooden Crates (3 crates)\$12.50

ARM326 Large Vertical Metal Crates (3 crates)\$12.50

ARM340 Stack of Crates Set 1 (2 stacks)\$11.50

ARM342 Stack of Crates Set 2 (2 stacks)\$11.50

ARM380 Barrels & Drums (7)\$12.50

ARM382 Wooden Barrels (7)\$12.50

ARM510 Mechanic's Tool Boxes (8)\$11.50
Eight tool boxes, jerry cans, storage boxes, etc.

Rocks & Giant Crystals

ARM410 Outcroppings of Giant Quartz Crystals Set 1 (2)\$11.50
Two outcroppings of huge crystals, about 4cm tall

ARM412 Outcroppings of Giant Quartz Crystals Set 2 (2)\$11.50
Two more outcroppings of huge crystals, about 4cm tall.

ARM430 Outcroppings of Giant Fluorite Crystals (2)\$11.50
Two outcroppings of giant fluorite crystals, about 2cm high, and different widths.

ARM436 Outcroppings of Giant Pyrite Crystals Set 1 (2)\$11.50
Two outcroppings of giant pyrite crystals, about 2cm high, and different widths.

ARM438 Outcroppings of Giant Pyrite Crystals Set 1 (2)\$11.50
Two outcroppings of giant pyrite crystals, about 2.5cm high, and different widths.

ARM442 Large & Small Sandstone\$11.50
The large sandstone is about 9cm tall by 5cm wide, the other is about 2.5cm high

ARM444 Slate Wall & Mesas\$11.50
A large slate wall about 4cm high, and two groups of rocks, 2-3cm high. Great!

Alien Plants

ARM611 Alien Small Pod Plant Cluster\$10.95
A large patch of ground with 4cm tall rock and several large alien plants

ARM614 Alien Medium Sized Pod Plant\$16.95
One huge alien leafy pod plant, around 6cm high

ARM624 Alien Medium Sized Mantrap Plants\$26.95
Two huge mantrap plants, one open, one closed, about 6cm tall

ARM670 Alien Spike Cactus\$14.95
Large spiky alien cactus plant, around 7cm tall

Dwarven Forge

Mastermaze

ROOM & PASSAGE SET Beautiful 3D dungeon sets, for 25mm scale figures. Each piece is intricately sculpted, cast in durable resin, and hand painted, with felt stuck beneath each piece. The pieces can be arranged and rearranged into rooms and passages of countless shapes and sizes. Also comes with foam storage and a booklet of setup ideas. This *Room and Passage Set* includes 9 passage pieces, 25 room pieces, 3 swinging doors, 55 bow tie connectors.\$149.95

ROOM SET To be used with the above, includes 29 Room pieces, 2 swinging doors, and 50 bow tie connectors.\$99.95

OCTAGONAL ROOM SET To be used with the above, includes 29 Room pieces that make up an octagonal room, 2 swinging doors, and 50 bow tie connectors.\$99.95

25 DIAGONAL WALLS SET To be used with the above, includes 25 diagonal wall pieces with 50 bow tie connectors.\$99.95



Room set plus room & passage set. Accessories and 25mm figures shown for scale and are not included (swinging doors are included).

Geo-Hex

The world is not flat, but your games tabletop is, and that's why you need the revolutionary, patented, landscape system from Geo-Hex. Unlike boring rectangles and one-off hills that limit you, Geo-Hex is comprised of seven shapes engineered to let you simulate any portion of the earth's surface. All pieces are finished and ready to use, you simply arrange them into pleasing landscapes. We do carry stocks of most of the range, but please allow two to three weeks delivery from your order date if any item is not in stock. But rest assured, we import this product by air direct from the USA.



GH105 **WORLDPAK GameScape Green Set**\$195.00
Includes 41 green-flocked hexagonal and part-hexagonal landscape shapes that make hills with smooth contoured sides, the full hexagonal tiles being 30cm from edge to edge, a matching 120cm x 180cm GameScape Flocked Green Mat, and scenic cloth for a stream and forest, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together. I bought one of these myself, and it is absolutely stunning. A great investment.

GH205 **WORLDPAK GameScape Desert Set**\$185.00

GH110 **Hill Set GameScape Green**\$99.95
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with smooth-sloped contours, identical to those found in the *Worldpac* sets.

GH120 **Rough Hill Set GameScape Green**\$99.95
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with sheer cliff faces, letting you add steep hills and impassable terrain to your *Worldpac* sets. I bought one of these too.

GH140 **Rough Terrain Set GameScape Green**\$167.00
Adds 46 pieces being hill sheer edge pieces and hill transitional pieces

GH1301 **The Expander Set GameScape Green**\$174.95
Adds roads to the set. With 35 pieces that cover over 23 square feet, 23 pieces being reversible hexes with plain green on the back and roads on the face. The contour shapes have roads up the face.

GH1601 **Master Terrain Set GameScape Green**\$539.95
Over 64 square feet of tabletop landscape. This system can bury a ping pong table with pieces to spare. 135 pieces, including 44 reversible hexes and half hexes, contour shapes, and cornerlocks

GH305 **WORLDPAK BattleScape Green Set**\$229.95
Identical to GH105, except that the landscape tiles and Battlescape flocked mat have a 1/4" hexagonal grid printed on them, for playing games such as *BattleTech*.

GH405 **WORLDPAK BattleScape Desert Set**\$229.95

PSL12 **Sloped Pack** (2 gentle hill corners, 2 longs)\$14.00

PTN12 **Transition Pack** (4 sheer hill transition pieces)\$17.00

GEOHEX **TERRAIN CLOTHS**

GSMAT-G Green flocked 120x180cm terrain cloth\$53.00
I bought one of these, ironed out the creases as per the instructions, and the mat is absolutely stunning - and the flock does not come off.

GSMAT-D Desert flocked 120x180cm terrain cloth\$53.00

GSMAT-GX Green, hexgrid flocked 120x180cm terrain cloth\$63.00

46 - Scenery for Miniatures

GSMT-DX Desert, hexgrid flocked 120x180cm terrain cloth.	\$63.00
GSMT-S Blue seascape 120x180cm terrain cloth.	\$48.00
GSMT-SX Blue, hexgrid seascape 120x180cm terrain cloth.	\$56.00
GSMT-O Colorful Starscape 120x180cm terrain cloth.	\$48.00
GSMT-OX Colorful Starscape, hexgrid 120x180cm cloth.	\$56.00
GSMT-IC Silent Death Next Millennium Starmap (hexes)	\$30.00

Grendel

25mm Fantasy Resin Boxed Scenery

GRNF0001 Dungeon Builder.	\$33.00
GRNF0004 Widow's Lair Huge bigger spider and lair.	\$33.00
GRNF0009 Subterranean Cavern	\$36.00
GRNF0010 Fantasy Forest	\$33.00
GRNF0014 Pharaohs Tomb, 15cmx14cm tomb gateway, 2 stone gods.	\$40.00
GRNF0015 Orc Outpost.	\$36.00
GRNF0016 Norse Giant (16cm tall)	\$36.00
GRNF0017 Black Dragon.	\$36.00
GRNF0018 Dungeon Doors	\$30.00
GRNF0019 Fire Demon (Huge balrog 110mm high, 120mm wingspan).	\$36.00
GRNF0020 Pharaohs Crypt	\$36.00
GRNF0025 Goblin Torturer's Chamber	\$33.00
GRNF0026 Graveyard.	\$33.00
GRNF0027 Goblin Stronghold	\$40.00
GRNF0028 Magicians Study.	\$33.00
GRNF0030 Black Orcs (12 25mm figures, 4 types).	\$25.00
GRNF0031 Bear Clan Barbarian Axemen (12 25mm figures, 4 types).	\$25.00
GRNF0032 Dwarf Goliath Weaponsmith (Huge bombard & twin cannons).	\$40.00
GRNF0033 Black Orc Warbeasts (2)	\$40.00
GRNF0034 Skull Bridge.	\$33.00
GRNF0035 Goblin Encampment.	\$40.00
GRNF0037 Ruined Cathedral Magnificent	\$40.00
GRNF0038 Temple of Horus (Egyptian)	\$40.00
GRNF0039 Obelisks & Entrance (Egyptian)	\$43.00
GRNF0040 Dwarf Stronghold Tower	\$63.00
GRNF0041 Snugglers' Inn	\$36.00
GRNF0042 Pits & Traps (Man trap, trap door, 1 ton weight spring pit, sliding door panel, Indiana stone disc pit)	\$36.00
GRNF0043 The Dungeon	\$36.00
GRNF0046 The Temple of Set (Egyptian)	\$36.00
GRNF0047 Barbarian Huts (2 large huts).	\$40.00
GRNF0048 Fantasy Bazaar	\$36.00
GRNF0051 Ruined Acropolis (Ancient Greek)	\$50.00
GRNF0052 Boat of the River Styx	\$40.00
GRNF0053 Great Green Dragon	\$40.00
GRNF0054 Dwarf Stronghold Tower	\$43.00
GRNF0055 Gothic Crypt	\$36.00
GRNF0056 Dwarf Gun Emplacement	\$36.00
GRNF0057 Dungeon Mines	\$36.00
GRNF0058 Dwarf Gun Tower (2 level gun tower with dwarf mortar)	\$50.00
GRNF0059 Wyvern's Lair	\$40.00
GRNF0060 Barbarian Longhouse	\$43.00
GRNF0061 Siege Tower	\$50.00
GRNF0062 Catapults and Ballista	\$43.00
GRNF0063 Goblin Warwolves	\$40.00
GRNF0064 Barbarian Warlord	\$40.00
GRNF0065 Zombie Dragon	\$50.00
GRNF0066 Bronze Dragon	\$43.00
GRNF0067 Trebuchet	\$50.00
GRNF0068 Ruined Keep (Magnificent)	\$50.00
GRNF0069 Battling Run	\$50.00
GRNF0070 Swamp Creature	\$33.00
GRNF0071 Dwarf Gateway	\$50.00
GRNF0072 Dwarf Keep	\$50.00
GRNF0073 Golden Wyvern	\$50.00
GRNF0074 Earth Elemental	\$40.00
GRNF0075 Red Dragon	\$63.00
GRNF0076 Dwarf Draw Bridge	\$60.00
GRNF0077 Dwarf Outpost	\$50.00
GRNF0078 Nubian Pyramid	\$60.00
GRNF0079 Ruined Aztec Temple	\$60.00

25mm Sci-Fi Resin Figures & Scenery

GRNF0007 Scabb APC	\$40.00
GRNF0008 Sci-Fi Doors & Floors: 6 doors, 8 x A5	\$30.00
GRNF0012 Cybertech Vehicles (2)	\$30.00
GRNF0021 Raptor - giant biped walker	\$40.00
GRNF0022 Nemesis - giant biped walker	\$40.00
GRNF0024 Marines in Predator Suits	\$25.00
GRNF0029 Cyber Dragon	\$33.00
GRNF0036 Corvus V.T.O.L. Mk IV Assault Carrier	\$40.00
GRNF0049 Cryogenics and Med-lab	\$36.00
GRNF0050 Sci-Fi Cargo Bay	\$36.00

Blister Series

An excellent range of resin scenery, accessories, etc. Prices are extremely cheap as these models are in blisters instead of boxed sets.

GRNI0001 STONE BRIDGE	\$16.50
GRNI0002 BARRELS	\$19.95
GRNI0003 PORTCULLIS	\$19.95
GRNI0004 UNEARTHED CRYPT	\$19.95
GRNI0005 BANQUET TABLE	\$19.95
GRNI0006 SNUG PUB	\$22.50
GRNI0007 CRATES	\$19.95
GRNI0008 CYCLOPS GATEWAY	\$19.95
GRNI0009 TAVERN BENDS	\$19.95
GRNI0010 SKULL FOUNTAINS	\$19.95
GRNI0011 DEVIL HEADED THRONE	\$19.95
GRNI0012 DAIS	\$16.50
GRNI0013 SKULL GATE & ALTAR	\$19.95
GRNI0014 RAM SKULL GATE	\$19.95
GRNI0015 DEMONIC ALTAR	\$19.95
GRNI0016 DRAGON PORTAL	\$19.95
GRNI0017 GRILLS	\$16.50
GRNI0018 STANDING STONES	\$22.50
GRNI0019 FUNGI	\$16.50
GRNI0020 BOAT & QUAY	\$19.95
GRNI0021 CANOE AND RAFT	\$16.50
GRNI0022 SNAKE PIT	\$19.95
GRNI0023 APOTCARY	\$19.95
GRNI0024 GALLOWS & STOCKS	\$19.95
GRNI0025 ROCKET STATIONS	\$19.95
GRNI0026 ROCK DRAGON	\$16.50
GRNI0027 MAGICIANS ACCESSORIES	\$19.95
GRNI0028 MANTLET & SPOTTER POSITION	\$19.95
GRNI0029 CARTS & WAGONS	\$19.95
GRNI0030 SPIRAL STAIRCASE	\$19.95
GRNI0031 DUNGEON CRAWLERS	\$19.95
GRNI0032 THE GUARDIAN	\$19.95
GRNI0033 RUINED GOTHIC ARCHWAY	\$16.50
GRNI0034 RUINED CREEK TEMPLE	\$22.50
GRNI0035 TAVERN KITCHEN	\$19.95
GRNI0036 AZTECIAN ENTRANCE	\$19.95
GRNI0037 STABLE AND LOFT	\$19.95
GRNI0038 TREASURE PILES	\$19.95
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GRNI0040 SCI-FI ACCESSORIES	\$19.95
GRNI0041 APC	\$22.50
GRNI0042 WARRIOR'S BURIAL MOUND	\$19.95
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GRNI0047 ARMORER'S	\$19.95
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GRNI0050 ALIEN HIVE	\$22.50
GRNI0051 EGYPTIAN ARCAPHAGUS	\$19.95
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GRNI0053 TOMB DOORS	\$19.95
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GRNI0055 OLMEC HEAD GATEWAY	\$16.50
GRNI0056 AZTECIAN ALTAR	\$16.50
GRNI0057 UNEARTHED EGYPTIAN GATE	\$16.50
GRNI0058 EGYPTIAN GATE	\$16.50
GRNI0059 FALCON GATE	\$16.50
GRNI0060 AZTECH GATE	\$16.50
GRNI0061 AZTECH ALTAR	\$16.50
GRNI0062 OLMEC RUINS	\$16.50
GRNI0063 DEMON ALTAR & PILLARS	\$16.50
GRNI0064 LARGE EMBELLISHED GATEWAY	\$16.50
GRNI0065 TREASURE PILES	\$16.50
GRNI0066 GREEN GRIFFON BARMAN	\$16.50
GRNI0067 GREEN GRIFFON TABLES & CHAIRS	\$16.50
GRNI0068 SECURITY GRAY CAR	\$19.95
GRNI0069 STREET GANG BUGGY	\$19.95

Sci-Fi Supply

Sci-Fi Supply make six types of magnificent walls out of durable vacuum-formed styrene plastic, which easily cut into smaller lengths. (Each pack has 25 feet 1" of walls.) These are perfect for enhancing games of Space Hulk, role playing in dungeons, but mostly just great for making indoor arenas in which to fight for Warhammer 40,000 or Fantasy. They also make a range of easy to assemble buildings.

SCIO101 Dirty High-Tech SpaceShip Walls	\$21.50
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the high-tech interior of spaceships, or futuristic buildings. Corridors & rooms, including door ways, etc.	
SCIO102 Space Ship Walls & Rooms	\$21.50
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of spaceships, both usable as corridors and rooms, including doorways, etc.	
SCIO103 Alien Gieguesque Walls & Rooms	\$21.50
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, very similar to the one in the movie ALIENS, which was designed by Gieger. For corridors and rooms, including doorways, etc.	
SCIO104 Alien Lovecraftian Walls & Rooms	\$21.50
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, based on the Lovecraftian Mythos. For corridors and rooms, including doorways, etc.	
SCIO201 Castle & Keep Corridors & Rooms	\$21.50
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of castle and keep corridors and rooms including doorways, etc.	
SCIO202 Dungeon & Catacombs Corridors & Rooms	\$21.50
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of dungeon & catacombs corridors and rooms including doorways, etc.	

SCII101 Battlefield Craters	\$8.00
Several sheets of 3-D battlefield craters of all sizes. Perfect for Warhammer 40,000 or BattleTech or Space Marine etc.	
SCII102 Ruined Building with Rubble	\$10.00
A detailed, partially destroyed and rubble strewn building. Has a large square area of rubble, with damaged walls on two sides. For 25mm or Epic scales, fantasy or sci-fi.	
SCII103 Pyrotechnics Building	\$21.50
SCII201 Tudor Inn	\$10.00
A large two story medieval style Tudor Inn. For 25mm only.	
SCII202 Stone & Thatch Tavern	\$10.00
A long one story medieval style Tavern. For 25mm only.	
SCII203 Blacksmith's & Stables	\$10.00
A long one stone wooden blacksmith's workshop with stables at one end. For 25mm only.	
SCII204 Plain Ol' House	\$10.00
A typical wooden medieval one story house. For 25mm only.	
SCII207 Mausoleum & Graveyard	\$10.00
For 25mm only.	

SCII2201 Sci-Fi Tower	\$10.00
A sci-fi tower suitable mostly for Warhammer 40,000, etc.	
SCII2202 Sci-Fi Bunker	\$10.00
A sci-fi tower suitable mostly for Warhammer 40,000, etc.	
SCII2203 Downtown High-Rise	\$34.95
A sci-fi downtown high-rise building suitable mostly for Warhammer 40,000, etc.	
SCII2204 Space Ship or VTOL Landing Platform	\$18.00
A sci-fi landing pad suitable mostly for Warhammer 40,000, etc.	
SCII2205 Pressure Dome	\$10.00
A sci-fi building suitable mostly for Warhammer 40,000, etc.	
SCII301 Main Fortress (Part of Fortress Generica)	\$18.00
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress.	
SCII302 Fortified Wall (Part of Fortress Generica)	\$10.00
A fortress wall suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.	
SCII303 Fortified Tower (Part of Fortress Generica)	\$10.00
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.	
SCII401 Lazy Buffalo Saloon	\$19.00
A big two storey saloon from the American Wild West.	
SCII402 Sheriff's Jailhouse	\$11.00
Your typical Wild West Sheriff's office.	
SCII403 Settler's Cabin	\$11.00
A Wild West log cabin plus log outhouse.	
SCII404 Livery Stable	\$19.00
A large two storey stable for horses in the Wild West.	



SCII404, SCII401 and SCII404.

Terrain Creations

We have picked up a magnificent range of 15mm and 25mm scenery. It can be used for Sci-Fi, Fantasy, or Historical, but we decided to put it here. For really cheap prices, each of these packs contains a multitude of large hills. The basic set, for example, will amply supply an entire 180cm x 120cm wargames table. The hills are made from a durable material with fiberglass on their top and bottom, they are all

painted and flocked, and the flock does not come off readily! And you can easily drill a few holes in order to put in your K&M Trees. The hills are perfect for Warhammer 40,000 and Warhammer Fantasy, and I've even used them for 15mm DBM.

TER1001 BASIC HILL SET (9)	\$49.95
Contains a good mix of nine hills ranging from 35cm x 45cm to 7.5cm x 7.5cm in size. All the hills are at least 2.5cm high. This pack of nine hills will provide all the hills you need for a wargames table 180cm x 120cm or larger. Not suitable for 15mm historical, but perfect for all 25mm games such as Warhammer 40,000 or Fantasy. Small hills stack easily on larger ones to make two level hills.	

TER1002 TRANSITIONAL HILL SET	\$27.00
This is an irregular set of four large hills with a hand-crafted dirt slope on one side. Use these hills for difficult slopes on your gaming table. Stack them to make level 2 hills with cliff faces.	

TER1003 MODULAR HILL SET	\$39.00
This set contains two large hills from the BASIC SET, 35cm x 45cm and 30cm x 35cm, and cuts them in half. This means you can use each of them as single hills, or as two separate hills that join to the edge of the wargames table. There is also a 45cm x 45cm hill cut into four, that can be one big hill or four hills to fit into the table's four corners. This is over 5sq feet of hills!	

TER1004 RIDGE LINE SET	\$18.50
Contains three long, narrow hills that are 15cm wide and 25cm, 37cm and 50cm long, which simulate long, narrow ridge lines. These hills can also be stacked on top of the LARGE RIDGE LINE SET to make level 2 ridges.	

TER1005 STEEP HILL SET	\$29.50
Some games require steep and gentle slopes. This set has five large hills, four which have steep faces on them, and one with a transitional slope that is between gentle and steep.	

TER1006 LARGE RIDGE LINE SET	\$37.00
This set can stand alone as three HUGE ridge lines, or to place beneath the regular RIDGE LINE SET to form level 2 ridge lines. These ridge lines are 25cm wide, and 35cm, 50cm and 70cm long.	

TER1007 IRREGULAR HILL SET #1	\$44.50
Not all hills are round, so this set of four includes two "kidney" shaped hills, one large and one smaller which can be stacked on top of each other to make a level 2 hill, and two "comma" shaped hills, which can also be stacked.	

TER1009 TERRAIN SAMPLER	\$14.95
Three medium sized round hills and one medium sized kidney shaped hill.	

TER1010 IRREGULAR HIT SET 2	\$44.50
Two dogleg hills and two crescent hills	

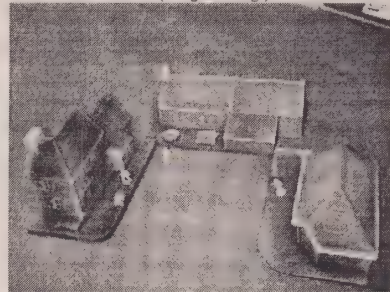
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1/76th Scale Plastic Vac-u-cast Buildings.

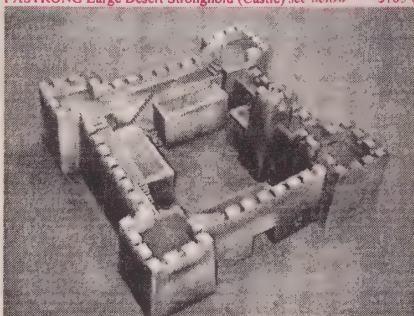
Assembly Required

B-101 Atlantic Wall Bunker	\$15.00
B-102 Pillboxes (2)	\$15.00
B-103 Damaged Atlantic Wall Bunker	\$15.00
B-104 Damaged Pillboxes (2)	\$15.00
B-110 Ruined German City House	\$18.50
B-111 Ruined European Church	\$20.50
B-112 Ruined German Government Building	\$20.50
B-115 Ruined Mediterranean Villa	\$29.00

FXKEEP Large Resin Keep (25mm scale)	\$110.00
Suitable for fantasy, historical, or science fiction.	
FXMEDI Medieval Town (3 large buildings) below	\$140.00



FXTOWER Large Resin Fantasy Tower	\$80.00
Suitable for fantasy, historical, or science fiction. Two of the buildings have removable roofs, with detail inside.	
FXBRIDGE Large Resin Bridge (60cm)	\$42.00
FXSTRONG Large Desert Stronghold (Castle) see below	\$185.00



MINIATURES & MINIATURES RULES

COLOR CODE

- New Item Now Available and in Stock
- New Item Not Yet Released

Ancients & Renaissance

WRG Ancients 7th Ed

WRG ANCIENTS RULES 7th Edition Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual 'terror' weapons, & basic strategies. **\$16.00**

WRG ARMY LISTS Vol 1: Ancient Near East 3000 - 500 BC This first army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hittite, Egyptian, Hebrew, Phoenician, Etruscan, Early Greek Hoplite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Philip II Reformed Macedonian. Each army entry includes notes regarding tactics, history, troop types, & some maps. **\$16.00**

WRG ARMY LISTS Vol 2: Armies of Far East, Asia, America 90 pages of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Khatan-Liao, Sung Chinese, Mongol, Japanese (early, to late), Aztec, Inca, etc. Includes foot notes, descriptions, maps. **\$16.00**

WRG ARMY LISTS Vol 3: Armies Alexander & Punic Wars Deals with a small geographical area, although the most popular one - Alexander and his Successors, the Punic Wars, the Western Nomads, the Great Roman Wars of the 2nd Century BC, and Roman Civil Wars of the 1st & 2nd Triumvirate. The lists are very detailed, eg, there are four Carthaginian lists & 6 Roman lists of the same period. **\$16.00**

D.B.M.

WRG D.B.M. 2000 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat The best set of ancients and medieval miniatures rules just got better! These rules are designed for 2mm, 6mm, 10mm, 15mm or 25mm figures, and recreate combat with no record keeping and a minimum of dice rolls. All units are rated according to how they fought, not according to what they were armed and armored with. Shock cavalry are knights, skirmishing horse are cavalry or light horse, infantry are bow, blades, spears, pikes, warband, auxilia, or skirmishers. All units are on identical width bases, and square off to fight each other. Each unit has a basic combat factor versus foot or mounted, and these factors are effected by terrain, supporting ranks if applicable, and whether your flanks and rear are secure. A brilliant command system makes you wrack your brain as you try to out-manoeuvre your opponent. The new changes in **DBM 2000** include reclassified Bw(X) that now count as Bw(S) in close combat against mounted; all cavalry with bows dismount now as Bw(O), except for Early Samurai, who are still Bw(S); attackers deployment area is enlarged; all-generals don't commit on a roll of a '1' only. Regular inferior troops now move without penalty! Spears are no longer impetuous; all knights follow-up in combat; heavy foot can make 90° turns to contact an enemy flank; kinks in your line don't count as an overlap; when an element dies, only those within a base depth behind it die, plus all ranks giving support; mixed infantry-cavalry formations, excluding generals, are penalised when moving, etc. **\$16.00**



A 13th Century Medieval Army based on DBM.

DBM ARMY LISTS Book # 1 3000 BC - 500 BC A 54 page book of army lists written especially for DBM. The average size of armies used in DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures; or 375 points for 15mm, which is around 50 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. **\$16.00**

DBM ARMY LISTS # 2 500 BC - 476 AD A 76 page book of army lists, including some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Camilian, Polybian, Marian, Early, Middle, Late, & Patrician Roman,

Later Carthaginian, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Saxon, and my favorite - the Parthians. This book is the most popular in the series. **\$16.00**

DBM ARMY LISTS # 3 476 AD - 1071 AD A 76 page book with army lists for the Early Medieval Period. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Pre-Samurai Japanese, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Pre-Feudal Scots, Rus, Khatan Liao, Korean, Tollec, Early Polish, Early Hungarian, Georgian, Seljuk Turk, Anglo-Danish (including King Harold Godwinson's army that fought at Hastings), Norman, etc. **\$16.00**

DBM ARMY LISTS # 4: 1071 AD - 1500 AD The High Medieval Period, and one of the most popular periods in history - it is certainly one of my favorites! 80 pages, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots Common Army, Feudal English - with masses of archers and average quality knights. Feudal French - with superior knights but a whole ragtag bunch of infantry, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite - with those amazing war wagons, Inca, French Ordinance, Wars of the Roses, Burgundian Ordinance, etc. **\$16.00**

D.B.A.

WRG De Bellis Antiquitatis Fast Play Ancients Rules 1.1 This is the new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's fast play ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **\$16.00**

Armati

QUA ARMATI
By Arty Conliffe, who brought us *Spearhead* and *Tactica*. These rules are for ancient, medieval and Renaissance miniatures wargaming, and are basically a completely re-done version of *Tactica*. 130 armies are included, divided into six periods. Emphasizes careful battle planning and execution on the part of the player-general. Units operate in divisions but fight as units. These rules do not allow free-wheeling unit maneuvers common to other rules sets. Unit movement is more controlled, especially when in close proximity to the enemy. Soldier types are determined to how they fought, not according to weapons and armor. Different armies have different flexibilities. **\$29.00**

Advanced Armati With new army lists for all the armies that give a core and optional troops to allow more variety in armies, an elegant points system, supports historical matchups and cross-period play, added tactical options, new rules for maneuvering, melee break-off, terrain use, special rules for English Civil War and the 30 Years War, a fast-play campaign system, and ten famous campaigns are provided. **\$28.00**

Strategos Vol 1.1 Armati newsletter with tactical solutions, playing the Palmyran army, battle of Pherasalus, charts, etc. **\$4.50**

Strategos Vol 1.2 Armati newsletter with rules and changes for the Italian wars, new army lists, etc. **\$4.50**

D.B.R.

WRG DBR Wargames Rules for Renaissance Battles This has been waited for by many gamers with great expectations - the DBM rules converted at least to the Renaissance period, covering the period 1494 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing or record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Sipahis, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blades, Bows, Warband, Hordes, Artillery, etc. The game is extremely fast moving. Two 500 point English Civil War armies for example, can finish a game in 2.5 hours! **\$16.00**

DBR ARMY LISTS BOOK 1 Covers the Great Italian Wars, with Italian Condotta, French, Swiss, Neapolitan Spanish, Spanish Imperial, Venetian, German Minor States; the Valois-Hapsburg-Tudor Wars, Valois French, Maximilian Imperial, Early Tudor English, Scots Common Army, Armies of the Turkish Wars, including Ottoman Turk, Hungarian, Venetian Colonial, Austrian Imperial; Armies of the Chinese and Japanese Wars; including Mongolian, Ming Chinese, Japanese, Armies of the Americas, including English, Dutch, and Spanish Colonial, Aztec, Inca, Eastern Forest Indian; and Armies of the Reformation, including Elizabethan English, French Catholic, Low Countries Spanish. **\$16.00**

DBR ARMY LISTS BOOK 2 It's here at last! This book has army lists covering the early European northern wars, the Thirty Years War and Great Rebellions and the Moghul Conquest of India. Includes German Catholic and Protestant, Swedish & French Thirty Years War, Royalist & Parliamentary English Civil War, Free Cossack, Tartar, Siberian Tribes, Early Danish, Scots Covenanters, etc. **\$16.00**

DBR ARMY LISTS BOOK 3 It's here at last! Armies of the Eastward Colonial Expansion and of the European Enlightenment. Armies include Dutch and Portuguese Colonial, Tuareg, West Sudanese, East African Pagan, Scots Jacobite, Louis XIV French, Later Ottoman Turk, Later Polish, etc. **\$16.00**

DE BELLIS CIVILE Scenarios for English Civil War battles using DBR, by WRG, set in 1642-43. Contains 18 battle scenarios which range from minor skirmishes to major battles such as Edgehill and the first battle of Newbury. This battles cover the early part of the war, before the New Model Army. Include background and army lists for each battle. **\$16.00**

WRG HORDES OF THE THINGS
See Heading under Fantasy Miniatures Section. **\$16.00**

WRG History Books

WRG ARMIES OF THE NEAR EAST 208 page book covering the armies of the Near East from 3000 BC - 1485 BC. It includes the organization, tactics, equipment, and dress of: Egyptian Old, Middle

& New Kingdoms, Libyan, Kushite, Sumerian, Babylonian, Assyrian, Iranian, Hyksos, Canaanite, Syrian, Hebrew, Philistine, Midianite Arab, Phoenician, Hittite, Phrygian, Lydian, Minoan, Mycenaean, etc. A popular period in the period, it also includes all the colorful armies covered in the Bible. *Reprint due?* **\$45.00**

WRG ARMIES OF MACEDONIAN & PUNIC WARS 359 - 146 BC A superb 192 page sourcebook on the period of ancient history from the time of Philip of Macedon, Alexander the Great, to the arising of Rome as the dominant power. This book is one of the most comprehensive history books available, detailing each nation in great detail, including: the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc; Macedonian, including Philip's reforms and Alexander, the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. History and tactics of each of those powers is included. All major battles of the period are covered! And best of all, there are over 100 pages of troop dress & equipment, including an illustration of every troop type, diagrams of common shield patterns and designs, & colors of tunics & armor, horses, etc. **\$38.00**

WRG ARMIES & ENEMIES OF IMPERIAL ROMAN 150 BC - 600 AD 146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs (an extremely colorful race - 'The disappearance of your own Arab allies or being joined by those hired by your opponent was a reliable way of estimating your army's chances'), Sarmatians, Dacians, Moors, Palmyra, Sassanid Persia, Picts, Scott's-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. *Special Price* **\$7.50**

WRG ARMIES OF THE DARK AGES 600 - 1066 AD A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided. **\$30.00**

WRG ARMIES & ENEMIES OF THE CRUSADES 1096 - 1291 AD A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitaller, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ilkhanids, etc. Each troop type is illustrated and described, giving armor and tunic colors, etc. **\$30.00**

WRG ARMIES OF THE MIDDLE AGES Volume 1 1300 - 1487 AD A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights' banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. It covers the make up of men-at-arms, including ratio of bannerets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each belligerent, 192 pages. *Special price*, **\$7.50**

WRG ARMIES OF THE MIDDLE AGES Volume 2 1300 - 1500 AD A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitalliers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, the various Italian city states, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. **\$38.00**

DBM Army Packs

True 15mm Figures. Available Unpainted Only

D.Y.O. DBM ARMY: This is a special offer that applies to all DBM players. Simply post or fax us the army list that you have designed, listing which DBM Army List book you took it from, and the elements and the number of them that you have chosen for your army. We will then give you a quote on how much the army will cost, and you can then either quote a Master/Bank/VISA card number, or send us a cheque or money order, and we will get the army in for you, and we guarantee to give you 15% off our normal retail prices. Please note that if your army does not use Museum, AB, Hobby Products or Irregular Miniatures, the order could take 3 - 6 weeks to get in from the UK. For Biblical armies, for example, we will use either Chariot or Essex miniatures. *Quote*

Mitanni 1300 BC DBM Army - 350 Points, 24 Cv(S) Chariots, 6 Cv(O) Chariots, 32 Spearman, 32 skirmishers. Probably the best chariot army ever, with regular generals. (The armored Mitanni Chariots are stunning, new from Chariot Miniatures) **\$162.00**

New Kingdom Egyptian 1250BC DBM Army - 350 Points, 13 Cv(S) Chariots, 64 Spearman, 40 archers, 24 javelinmen, 16 skirmishers. (Chariot Miniatures) **\$131.00**

Later Hoplite Spartan DBM Army - 349 Points, 65 elements, 228 15mm figures - 3 Generals, 153 hoplites, 12 Javelinmen, 16 Cretan archers, 12 Light Horse, 18 baggage animals. (AB Figures) **\$125.00**

Gallic DBM Army, 100 BC - 350 points, 93 elements, 255 15mm figures - 3 mid Generals, 51 Cavalry, 135 Warband, 48 Skirmishers, 18 baggage animals. (Museum Miniatures) **\$141.00**

ALEXANDRIAN MACEDONIAN 330 BC - 351 points, 63 elements, 211 15mm figures - 3 mid Generals, 18 Companions, 6 Prodomoi, 12 Thessalians, 6 Thracian light horse, 16 Hypaspists, 96 Phalangites, 16 Agrianians, 8 Cretan archers, 18 baggage animals. (Museum Miniatures) **\$112.00**

LATER CARthaginian 209 BC - 350 points, 64 elements, 180 15mm figures - Hannibal & 2 bodyguard, 2 mid generals, 16 Poeni Cavalry, 12 Spanish Cavalry, 16 Libyan Light Horse, 2 elephants & crew, 16 Poeni Citizen Spearman, 32 Hannibal's veteran Spearman, 16 Libyan Spearman, 12 Spanish Scutarii, 8 Spanish Javelinmen, 6 Balearic slingers, 8 Numidian Javelinmen, 18 baggage. (Figures are by Battle Honors. Please allow 4 weeks for delivery) **\$120.00**

POLYBIAN ROMAN 209 BC - 349 points, 157 15mm figures - 3 mid generals, 21 Roman Cavalry, 3 Spanish Cavalry, 8 Hastati & Principes, 20 Triarii, 18 Velites, 12 Spanish Auxiliaries, plus baggage. (Figures by Battle Honors. Please allow 4 weeks for delivery) **\$99.00**

The Roman army as it started to hold its own and better against the Carthaginians. Earlier Roman armies had poor skirmishers, Leves as opposed to the Velites above, which were the match for any Numidian or Spanish skirmishers. Your centre will beat the Carthaginians - but watch those flanks!

Seleucid DBM Army - 350 points, 59 elements, 203 15mm Figs - 3 mid Generals, 26 Cataphracts, 2 Flet knights, 11 Light Horse, 16 Argyraspids, 16 Roman Argyraspids, 80 Pikes, 16 Thureophori, 6 Slingers, 8 Archers, 18 Baggage animals. (Museum Miniatures) **\$113.00**

48 - Miniatures: Ancients & Renaissance

- Early Imperial Roman DBM Army - 350 points, 49 elements, 191 15mm Figs - 3 Mid Generals, 30 Cavalry, 80 Legionaries, 48 Auxiliaries, 18 Baggage animals, (Museum Miniatures) \$98.00**
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From Valmy to Waterloo

COA FROM VALMY TO WATERLOO

A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the gamer takes on the role of commander. This can be the Divisional, Corps, or Army commander. The second role of the gamer is on the tactical level, where he represents the Brigade Commander on the field. On the Grand Tactical level, the gamer determines the objectives of his corps and divisions; on the tactical level the brigade commander must accomplish the tasks given to him. As these rules reflect history, the gamer must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Cavalry must be handled delicately. They should be used in two lines, casualties tend to be light, disorganised units are easy prey to organised ones. Artillery can be devastating, so don't attack them with units being too close together. Keep a second line in reserve to replace the first line if it takes too many casualties. For infantry it is more important to launch a well prepared assault than to charge in with a horde of units. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates. \$40.00

Battles of the French Revolutionary & Napoleonic Wars, Volume 1. Contains 11 diverse scenarios ranging from 1797 to 1814. Each scenario has its own map, Order of Battle, chain of command, victory conditions, etc. Battles include Albuera, Austerlitz, Raab, Rivoli, Saguntum, Talavera, etc. \$30.00

Napoleon's Battles

AVA NAPOLEONS BATTLES

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DVO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 180 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. \$45.00

Shako

QUA SHAKO

By Arty Conlife, who brought us *Spearhead* and *Tactics*. These are multi-level Napoleonic rules that allow you to fight mid-sized Napoleonic battles using infantry Battalions and Cavalry regiments. Or you can fight epic clashes like Waterloo using entire Divisions and Brigades. The command system emphasizes player generalship and rewards good planning. All major tactical doctrines are represented, so armies look and maneuver as they did historically. 20 Napoleonic army lists are supplied. Playable with any Basing System. Also includes Seven Years War with 9 army lists. \$27.00

○ **Fields of Glory 18 scenarios**, including Spanish against French in 1808, Wellesley in 1808, Raab 1809, Austrians against Polish in 1809, the Russian Guard at Austerlitz, Plancenoit in Waterloo, Wavre 1815, etc. \$27.00

Warfare in the Age of Reason

EMP WARFARE IN THE AGE OF REASON

By The Emperor's Headquarters, an easy to learn set of miniatures rules for the 18th Century. Tactical, campaign and siege sections can be used together or separately to let you re-fight battles from Marlborough to George Washington. The tactical rules use simple but in-depth mechanics to portray the fighting styles of the period. The elegant Campaign system is designed to keep book keeping chores to a minimum while allowing players to exercise grand strategy. Smooth translation from map to tabletop. With army lists for the campaigns of Marlborough, the Great Northern War, the Wars of Frederick the Great, the French and Indian War, the Jacobite Rebellions, Clive's Conquest of India, and the American Revolution. Has 102 tactical maps and a campaign map of Europe, India, and American Colonies. \$27.00

Campaigns & Battles From the Age of Reason

Features *Bohemian Blitzkrieg*, a very playable two sided campaign covering Frederick the Great's assault on the Austrian Empire in 1757. Adds Spain and her American Empire to the *Sport of Kings* campaign contained in the primary game; how to create your own scenarios, with seven example scenarios; new tactical maps. \$18.00

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VB3	Buccaneer with pistol and cutlass.....	\$0.55
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VB5	Buccaneer with halberd.....	\$0.55
VB6	Buccaneer artillery crew.....	\$0.55
VB7	Buccaneer Army 8 officers, 4 Cinnabars, 52 Musketeers, 32 pikemen, 46 men with pistol and cutlass, 2 cannons and crew.....	\$78.00

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AB offer the very finest in 15mm Napoleonic. Beautifully sculpted and detailed, each type comes in a number of variations. The number of variations on each code varies from type to type, and can range from 1 to 10 variations. When you order you will be supplied with a random selection of variations within that figure type.

French

15mm metal figures available individually

Imperial Guard		
ABIG1	Chasseur a Cheval Mid Trooper (1).....	\$1.40
ABIG2	Chasseur a Cheval Mid Officer (1).....	\$1.40
ABIG3	Chasseur a Cheval Mid Trooper (1).....	\$1.40
ABIG4	Chasseur a Cheval Guidon Bearer Mid (1).....	\$1.40
ABIG5	Grenadier of the Guard at attention (1).....	\$0.70
ABIG6	Grenadier of the Guard Drummer (1).....	\$0.70
ABIG7	Grenadier of the Guard Officer (1).....	\$0.70
ABIG8	Grenadier of the Guard Eagle Standard Bearer (1).....	\$0.70
ABIG9	Chasseur of the Guard at attention (1).....	\$0.70
ABIG10	Chasseur of the Guard Drummer (1).....	\$0.70
ABIG11	Chasseur of the Guard Officer (1).....	\$0.70
ABIG12	Chasseur of the Guard Eagle Standard Bearer (1).....	\$0.70
ABIG13	Guard Officer Mounted (1).....	\$0.70
ABIG14	Guard Officer Mounted (1).....	\$0.70
ABIG15	Foot artillery crewman (1).....	\$0.70

French Generals and Staff

ABSET1	Mid. Gen. Lannes, Lasalle, General.....	\$6.00
ABSET2	Mid. d'Hautpoul and Nansouty.....	\$3.00
ABSET3	Six Mounted Marshalls.....	\$10.00
ABSET4	Six ADCs with horses.....	\$10.00

Imperial French 1806-1813

Line Infantry		
ABIF1	Fusilier, lozenge plate, march attack (1).....	\$0.70
ABIF1a	Fusilier, lozenge plate, advancing (1).....	\$0.70
ABIF2	Fusilier, covered shako, march attack (1).....	\$0.70
ABIF3	Fusilier, loading or firing (1).....	\$0.70
ABIF4	Fusilier Officer (1).....	\$0.70
ABIF5	Fusilier Drummer (1).....	\$0.70
ABIF6	Grenadier, shako, plume, march attack (1).....	\$0.70
ABIF6a	Grenadier, shako, plume, advancing (1).....	\$0.70
ABIF7	Grenadier, covered shako, march attack (1).....	\$0.70
ABIF8	Grenadier, loading or firing (1).....	\$0.70
ABIF9	Grenadier Officer (1).....	\$0.70
ABIF10	Grenadier Drummer (1).....	\$0.70
ABIF11	Volteiger, shako, plume, skirmishing (1).....	\$0.70
ABIF12	Volteiger, covered shako, skirmishing (1).....	\$0.70
ABIF13	Fusilier/Grenadier Eaglebearer (1).....	\$0.70
ABIF14	Deuxieme Portails with halberd (1).....	\$0.70
ABIF15	Fusilier/Grenadier Standard Bearer (no eagle).....	\$0.70
ABIF16	Volteiger Officer with carbine (1).....	\$0.70
ABIF17	Volteiger Comet (1).....	\$0.70
ABIF18	Mounted Officer (1).....	\$1.40
ABIF19	Mounted ADC (1).....	\$1.40
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Light Infantry		
ABIF50	Chasseur, march attack (1).....	\$0.70
ABIF51a	Carabinier, shako, march attack (1).....	\$0.70
ABIF51b	Carabinier, bearskin, march attack (1).....	\$0.70
ABIF52b	Volteiger, colpack, march attack (1).....	\$0.70
ABIF53a	Volteiger, shako, skirmishing (1).....	\$0.70
ABIF53b	Volteiger, colpack, skirmishing (1).....	\$0.70
ABIF54	Light Infantry Officer (1).....	\$0.70
ABIF54a	Light Infantry Officer, bearskin (1).....	\$0.70
ABIF55	Light Infantry Drummer (1).....	\$0.70
ABIF55a	Lt Inf Drummer, shako & plume (1).....	\$0.70
ABIF56	Light Inf Eagle Bearer (1).....	\$0.70
ABIF57	Deuxieme Portails with halberd (1).....	\$0.70
ABIF58	Light Infantry Homist, shako & pom-pom.....	\$0.70
ABIF59	Pioneer/sapper, colpack (1).....	\$0.70

Cavalry		
ABIFC1	Line Chasseur, hubil-longue (1).....	\$1.40
ABIFC2	Line Chasseur, charging (1).....	\$1.40
ABIFC3	Line Chasseur Officer (1).....	\$1.40

ABIFC4	Line Chasseur Trumpeter (1).....	\$1.40
ABIFC5	Elite Chasseur Trooper (1).....	\$1.40
ABIFC7	Elite Chasseur Officer (1).....	\$1.40
ABF20	Dragon (1).....	\$1.40
ABF20a	Dragon Trumpeter (1).....	\$1.40
ABF21	Dragon Officer (1).....	\$1.40
ABF22	Dragon Trumpeter (1).....	\$1.40
ABF23	Dragon Guidon Bearer (1).....	\$1.40
ABF23a	Dragon Eagle Bearer (1).....	\$1.40
ABF24	Hussar Trooper, shako (1).....	\$1.40
ABF27a	Hussar Trooper, colpack (1).....	\$1.40
ABF28	Hussar Officer, shako (1).....	\$1.40
ABF28a	Hussar Officer, colpack (1).....	\$1.40
ABF29	Hussar Trumpeter, shako (1).....	\$1.40
ABF29a	Hussar Trumpeter, colpack (1).....	\$1.40
ABF30	Carabinier, bearskin (1).....	\$1.40
ABF31	Carabinier Officer (1).....	\$1.40
ABF32	Carabinier Trumpeter (1).....	\$1.40
ABF33	Carabinier Standard Bearer (1).....	\$1.40
ABF34	Cuirassier Trooper (1).....	\$1.40
ABF35	Cuirassier Officer (1).....	\$1.40
ABF36	Cuirassier Trumpeter (1).....	\$1.40
ABF37	Cuirassier Standard Bearer (1).....	\$1.40
ABF38	Cuirassier charging (1).....	\$1.40

Artillery		
ABIF70	Foot Artillery Crewman (1).....	\$0.70
ABIF71	Foot Artillery Officer (10).....	\$0.70
ABIF72	Horse Artillery Crewman.....	\$0.70
ABF42	6pdr Gun.....	\$2.50
ABF43	8pdr Gun.....	\$2.50
ABF44	12pdr Gun.....	\$8.00
ABF45	Howitzer.....	\$2.50
ABF46	12pdr Gun.....	\$2.50

British 1806-1813

Line Infantry		
ABB1	Infantry Centre Coy, marching (1).....	\$0.70
ABB2	Infantry Flank Coy, marching (1).....	\$0.70
ABB3	Infantry Officer (1).....	\$0.70
ABB4	Infantry Drummer (1).....	\$0.70
ABB5	Ensign (1) (Early).....	\$0.70
ABB5a	Ensign with cased Standard (Early).....	\$0.70
ABB6	Sergeant with Pike (1).....	\$0.70
ABB7	Mounted Officer (1).....	\$0.70
ABB7a	Highland Mounted Officer (1).....	\$0.70
ABB8	Infantry Centre Coy, firing/loading (1).....	\$0.70
ABB9	Infantry Flank Coy, skirmishing (1).....	\$0.70
ABB10	Infantry Centre Coy, order arms (1).....	\$0.70
ABB11	Infantry Flank Coy, order arms (1).....	\$0.70
ABB12	Ensign standing bare pole (1).....	\$0.70
ABB13	Ensign standing cast flag (1).....	\$0.70
ABB14	Sergeant Centre Coy, standing (1).....	\$0.70
ABB15	Sergeant Light Co, standing (1).....	\$0.70
ABB16	Riflemen marching at trial (1).....	\$0.70
ABB17	Riflemen skirmishing (1).....	\$0.70
ABB17a	Riflemen firing prone (1).....	\$0.70
ABB18	Rifle Officer (1).....	\$0.70
ABB19	Rifle Bugler (1).....	\$0.70
ABB20	Highland Infantry, Centre Co, marching (1).....	\$0.70
ABB21	Highland Infantry, Flank Co, marching (1).....	\$0.70
ABB22	Highland Infantry Officer (1).....	\$0.70
ABB23	Highland Infantry Drummer (1).....	\$0.70
ABB24	Highland Piper (1).....	\$0.70
ABB25	Highland Ensign (1).....	\$0.70
ABB26	Highland Sergeant with pike (1).....	\$0.70
ABB27	Highland Flank Co, skirmishing (1).....	\$0.70
ABB30	Light Infantry marching (1).....	\$0.70
ABB30a	Light Infantry advancing (1).....	\$0.70
ABB31	Light Infantry skirmishing (1).....	\$0.70
ABB32	Light Infantry Officer (1).....	\$0.70
ABB33	Light Infantry Drummer (1).....	\$0.70
ABB34	Light Infantry Bugler (1).....	\$0.70
ABB35	Light Infantry Ensign (1).....	\$0.70
ABB36	Officer Light Company (1).....	\$0.70
ABB37	Pioneer (1).....	\$0.70
ABB38	Centre Co, advancing porte arms (1).....	\$0.70
ABB39	Flank Co, advancing porte arms (1).....	\$0.70
ABB40	Centre Co, advancing levelled musket (1).....	\$0.70
ABB41	Flank Co, advancing levelled musket (1).....	\$0.70

Cavalry		
ABBC1	Dragon, cocked hat (1).....	\$1.40
ABBC2	Dragon, cocked hat, charging (1).....	\$1.40
ABBC3	Dragon Officer, cocked hat (1).....	\$1.40
ABBC4	Dragon Trumpeter, cocked hat (1).....	\$1.40
ABBC5	Dragon, watering cap, overalls (1).....	\$1.40
ABBC6	Dragon, charging, watering cap, overalls (1).....	\$1.40
ABBC7	Dragon Officer, watering cap, overalls (1).....	\$1.40
ABBC8	Dragon Trumpeter, watering cap, overalls (1).....	\$1.40
ABBC10	Light Dragon, helmet (1).....	\$1.40
ABBC11	Light Dragon, helmet, charging (1).....	\$1.40
ABBC12	Light Dragon Officer, helmet (1).....	\$1.40
ABBC13	Light Dragon Trumpeter (1).....	\$1.40

Artillery		
ABBA1	6pdr Gun (light).....	\$2.50
ABBA2	9pdr Gun.....	\$2.50
ABBA3	5 1/2" Howitzer.....	\$2.50
ABBA4	Foot Artillery Crewman loading (1).....	\$0.70
ABBA5	Foot Artillery Crewman firing (1).....	\$0.70
ABBA6	RHA Crewman loading (1).....	\$0.70
ABBA5	RHA Crewman firing (1).....	\$0.70

ABBG1	Staff Set One (Packenham, General, Cotton).....	\$5.00
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19th Century USA

Deadlands

PEG THE GREAT RAIL WARS

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Miners have discovered ghost rock, a wonder fuel that powers the many, mad steam-punk devices that the North and South need to crush their hated foes. This is a skirmish level game of this world. With an 80 page rulebook, 16 page army book, 33 full color troop cards (including Buffalo Hunters, Gunmen, Gatling Guns, Clockwork Tarantulas, Ronin, CSA Troopers, Sharpshooters & Texas Rangers, USA Troopers, Sharpshooters & Pinkertons, Wolves, Walkin' Dead, etc.) 60 color counters, 6 Bounty Trackers, Boom! and flamethrower templates, 4 card-stock western buildings, 35 poker chips, dice, and 17 great 35mm pewter miniatures, being 10 gunmen, 5 walkin' dead, a gunslinger & a huckster. Great value! **\$99.00**

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QUA FIRE & FURY

An innovative game system using miniature armies to recreate battles of the American Civil War. The game emphasizes playability without sacrificing historical accuracy. The rules offer everything you look for in a Civil War game, unit quality, leader effectiveness and casualties, morale, command control, weapons effectiveness, ammo supply, and fog of war. The basic combat unit is the brigade of infantry or cavalry. Has five scenarios. No recounting of figures is necessary. **\$30.00**

○ **Great Western Battles Scenario Book** Seven new scenarios, with maps, special rules, historical background, order of battle. Scenarios are Shiloh 1862, Corinth 1862, Stones River 1862, Champion Hill 1863, Chickamauga 1863, and Atlanta 1864. **\$18.00**

○ **Great Eastern Battles Scenario Book** At last we found this much sort after title! New scenarios, with maps, special rules, historical background, order of battle. Scenarios are First Bull Run 1861, Seven Pines 1862, Gaines' Mill 1862, Frayser's Farm 1862, Cedar Mountain 1862, Second Bull Run 1862 and Antietam. **\$22.00**

Johnny Reb

GDW JOHNNY REB 3rd Ed

3rd Edition. Infantry uses a scale of one figure equals 30 men. This means that an infantry regiment of 16 miniature figures, being four stands of four figures per stand - represents a 480 man regiment. Each artillery piece represents one battery, with two or three crew, representing two or three sections within the battery. This version of the rules is greatly streamlined, with the vast array of tables and charts from previous editions being replaced with a system that required only one single sheet for almost all the info needed for play. The regiment is the basic building block of the rules. A simplification of combat and charge systems the play of much larger games are possible. 96 pages, 240 counters, 4 copies of the Quick Reference Chart. **\$30.00**

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EMP STARS 'N' BARS

3rd Edition. This is The Emperor's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War. Each player controls entire brigades, divisions and even corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come alive. You are challenged to play their role and are confronted with the problems that were once those of Robert E Lee, George A Custer, etc. You now lead the famous brigades, divisions, and corps and refight the epic battles of this war. Includes comprehensive rule book, counter sheet, play aid cards **\$18.00**

Warpaint

EMP WARPAINT Cavalry & Indian Wars

This is a popular recent release by The Emperor's Headquarters. Warpaint is a set of rules specifically designed for 25mm figures (but can be used with 15mm) that enables you to recreate the endless battles and skirmishes that characterized the frontier that was the American Wild West. It features a quick play system that will not bog the gamer down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or Indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. Thirteen scenarios split between both scales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights. **\$18.00**

25 Piece 15mm Indian Army Pack	\$15.00
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50 Piece 15mm US Cavalry Army Pack	\$27.00

(Note: mounted Indians & Cavalry count as 2 pieces)

HaT8004 Union Zouaves Infantry (45 pieces, 1/72nd scale, plastic).....\$11.50

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WW1, 2 & Modern

Challenger 2000

TAB CHALLENGER 2000

This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover tabletop combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. **\$16.00**

○ **Modern Equipment Handbook Part One** This volume includes equipment specifications and points values for Challenger 2000. This volume covers tanks, tank destroyers, infantry vehicles, fire support vehicles, reconnaissance vehicles, anti-tank guided weapons, and sections on vehicles in current service with other countries. **\$16.00**

○ **Digest 4 Ultra Modern Army Lists Vol 1** Updated army lists for the Central Front including NATO, Warsaw and the European Neutrals, also info on night fighting, new artillery points. **\$16.00**

Clash of Armor

COA CLASH OF ARMOR

Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganization. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example. 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc. **\$35.00**

FROM GOLAN TO SINAI Arab Israeli Wars 1956-73

Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats. **\$25.00**

PANZERKAMPFE With eight scenarios. Five feature division level or greater combat. Chronologically they span from 1941-44. Two on the Eastern Front, one in North Africa, and two on the Western Front. The other three mini-scenarios are ideal for Tournament play. Each scenario has a detailed full page map, order of battle, and all combat charts necessary to play. **\$25.00**

ROMMEL'S BATTLES Contains six scenarios covering Rommel's entire combat span in WWII. The actions are balanced and varied; the Germans are attacking in scenarios 1 & 3, defending in 6, counterattacking in 5, and involved in meeting engagements in 2 & 4. They cover France 1940, North Africa 1941-42, and France 1944. **\$22.50**

Command At Sea

COA COMMAND AT SEA The Rising Sun

A World War II Tactical Naval Combat System in the league of Harpoon, in fact, written by the same people who did Harpoon. The game is a grand tactical system, with each ship and plane given all relevant stats in the Ship and Data Annex book included. If maps are used, the counters are used on your lounge-room floor or a large table, just as in miniatures games. The game emphasizes technical and historical accuracy, woven into a streamlined easy to follow rules structure that keeps the action fast paced and fun. Combat resolution is built around a single die roll philosophy that keeps the players focusing on the battle and not rules. Extensive historical data and scenarios are included - even a map of Pearl Harbor and the location of all the US ships in one. With 140 colorful ship counters, 260 aircraft, basic rules, scenarios, ship & data annex, a scenario generator to let you build your own, and a jumpstart book that gets you playing in an hour. **\$70.00**

COMMAND AT SEA PLAYERS HANDBOOK

A 32 page handbook that is a collection of the charts and combat results tables that appear in the standard rules booklet. Designed for quick reference, the booklet provides all the charts and tables needed for fast tactical play. **\$10.00**

NO SAILOR BUT A FOOL Coastal Actions in WW II

A 64 page book with 210 counters representing ships from motor boats to battleships and aircraft, shore batteries, shore installations, amphibious assault troops. "No sailor but a fool fights a fortress." Said Sir Horatio Nelson. But in WW II some had to be fought. So this book has seven scenarios including Oslo 1940, Operation Sea Lion, etc. You must own CommandAtSea or Supermarine I. **\$27.00**

Painters Guide to World War II Naval Camouflage 54 page book combining descriptions and diagrams of the most important schemes and techniques of the American, British, French, German, Italian, Japanese, Russian, and other navies. **\$22.50**

SUPERMARINA I

This is a complete game of the War in the Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines versus convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitaire play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc. **\$70.00**

Supermarina I: First Part of the Mediterranean War A 64 page book full of scenarios and historical commentary of the action in the Mediterranean, June 1940-41, and so includes the German

invasion of Crete, with air and sea elements. Good reading. **\$17.00**

Supermarina I: Data Annexes - Ships & Aircraft A book crammed full of aircraft and ship data annexes for all the ships and planes that took part in the naval war in the Mediterranean from Sept 1939 - Nov 1942. Each ship and plane has full stats. **\$25.00**

Supermarina I: Counter Sheet Two counter sheets printed back to back with full color ships and aircraft for Australia, Italy, England, and Germany (just air-craft). **\$27.00**

SUPERMARINA II Part II of the Mediterranean War, July 1941 to August 1942, portraying the struggle for naval supremacy in the Mediterranean the vital supply link for Allied and Axis forces in North Africa. Has over two dozen new scenarios, several suitable for solitaire play. Campaign scenarios depict the many vicious Malta convoy battles. 70 page book. **\$22.50**

The Art of War Magazine # 27/28 Clash of Arms magazine. This issue contains a Supermarina scenario, Etudes Militaires Nr 6, Annex F for Harpoon, an article on The King's War, a counter sheet that gives Alexander's army to fight Napoleon in the game *La Bataille de Mont St Jean*, etc. **\$9.00**

CrossFire

QUA CrossFire

By Arty Conliffe, who brought us *Spearhead*. This is an extremely innovative new set of WWII miniatures rules for Company Level WWII gaming, for 1/76th or 1/300th scale, which do not use rules or game turns! So put away your rulers and prepare for WWII gaming as it ought to be - fast paced, challenging and fun. No fixed game turns - the player who has initiative keeps moving units until one of his actions fails, due to the opponent suppressing or killing one of his units, and then the opponent has initiative. Combat mechanics simulate interplay of fire and movement with a Command System that represents unit flexibility. Emphasis is on infantry. Includes 53 company level organisations for ten nationalities, 120 guns and vehicles, a scenario generator, point values, etc. Great! **\$29.95**

Firefly

TAB FIREFLY

World War Two tabletop actions for 1/300th and 1/200th scale miniatures, based on the *Challenger* rules. Rules cover pre-game reconnaissance, detailed orders, command control including radius and loss of command control, target acquisition, weapons fire based on a D20, with guns rated for length of calibre, direct and indirect area fire, aircraft operations, night fighting, a template for artillery fire, counters, and 45 army lists, covering all the weapons, armored fighting vehicles, and army lists, of all main belligerents of WW2. I can't say much for their calculations of tanks' armor thicknesses, however - sloped armor has not been taken sufficiently into account. Regardless, these are popular rules. **\$16.00**

Harpoon 4

COA HARPOON 4

Harpoon 4 simulates modern naval warfare. Its rules explain how ships and aircraft move, detect enemy contacts, and attack them. Weapons inflict realistic damage and proper naval tactics produce accurate and believable results. Although a miniatures game, this boxed set includes 210 beautiful counters of ships, submarines, aircraft, helicopters, missiles, etc, so that you can open the box and play immediately. Harpoon 4 is the pre-eminent naval wargame for the modern age. It handles all aspects of maritime combat: surface, sub-surface and air. It is a system of detailed but comprehensible rules covering the many facets of modern naval actions. Consistent rating systems and evaluations of the capabilities of modern naval vessels, aircraft, submarines and helicopters make it possible to achieve realistic results with hypothetical scenarios, and can provide answers to questions like: "Are aircraft carriers powerhouses or sitting ducks? In the cat and mouse game between a Russian and a US submarine, which has the advantage?" With 210 counters, rules book, data annex book, quickstart rules, 4 dice. **\$80.00**

Harpoon Rules The rules that come in the game, also available separately. **\$26.00**

Harpoon 4 Quickstart Rules The Quickstart Rules that come in the game, also available separately. **\$16.50**

Harpoon 4 Data Annexes The Data Annexes that come in the game, also available separately. **\$27.00**

Harpoon 4 Players Handbook The booklet contains the charts and tables used with the Harpoon 4 rules. To speed play, they have all been collected into this one booklet. **\$13.50**

Harpoon 1997 Naval Review Contains articles on the current state of the Royal Navy and the future of the US Navy, 40 ship forms, 15 aircraft forms, Harpoon clarifications, five detailed scenarios, and a random scenario generator. **\$30.00**

Panzerfaust-Armored Fist

JED PANZERFAUST-ARMORED FIST

This is a reprint of the 1987 3rd Edition. The author's have reprinted the game due to it still being the most comprehensive rules available for WW2. Useable with 1/300th, 1/76th or 15mm scales, these rules have a 1:1 ratio. Each infantry figure represents one man. As such, these rules are extremely detailed, but are easy to use so you can use them for skirmish games to battles between opposing battalions. There are 23 pages of tank and gun charts, with every gun and tank described by footnotes, and 25 pages of unit organisations and equipment, including variety factors. There are point values given for all troop types and equipment, and the nations covered are Belgium, Britain, Finland, France, Germany, Hungary, Italy, Japan, Poland, Rumania, Soviet, US Europe and US Pacific. Rules cover observation, weather, night fighting, rivers, cavalry, varying troop types, hand thrown weapons, truck mounted guns, spaced armor, direct and indirect fire, smoke, mines, fortifications, amphibious operations, airborne operations, and a simple vehicle painting guide. **\$19.00**

Spearhead

QUA SPEAR HEAD

By Arty Conliffe, who also brought us *Tactical*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not in better equipment. In *Spear Head*, the German player controls a flexible system which can adapt more easily to the ever changing

battlefield. Conversely, a Russian player employs a less flexible command structure. There are four types of orders, and these bind battalions to specific actions on the table and limit the advantages of a players helicopter view. In this game, players must plan their battle carefully, because they cannot change battle plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. **Special Price \$32.95**

○ **Blaze Across the Sand** 21 scenarios cover the three major periods of the Desert Campaign, the campaigns of 1941, 1942 starting with Rommel's January counter-offensive, and 1943. Each scenario challenges you with tactical problems faced by your real-life counterpart. Special rules for massive minebats, etc. Written for *Spearshead* but can be used with any WWII rules set. **\$27.00**

○ **Where the Iron Crosses Grow** 21 Eastern Front scenarios for the Eastern Front, WW2. Begins in 1941 in the opening days of Barbarossa and continues to present players with challenges faced by their historical counter-parts throughout the 4 years of war. **\$25.00**

○ **White Star Rising** 17 scenarios cover the war in the West from the Normandy landings to the last organised resistance behind the Rhine. As the outnumbered Germans, can you stem the tide of Allied tanks and troops? **\$29.00**

1/300th Scale Crater Pack (20 craters, various sizes).....\$6.00
Cast in a light brown or grey, just needs dry brushing with acrylics. made of rubber urethane.

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Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.	

Fantasy BLOOD BOWL

GW BLOOD BOWL New Edition

The popular fantasy football game is back in an all new edition. Across the length and breadth of the Warhammer World teams of armored warriors battle to the death in great arenas. The Dwarfs in their mountain halls, Goblins in sewers, all these and more field Blood Bowl teams that play for the glory and honor of their race. Massive crowds cheer on their favorite teams and star players rise to fame and glory as the meaneast, toughest players in the world. Includes 24 Citadel plastic miniatures, being the Gouged Eye Orcs team and the Reikland Ravens human team. Also has a mounted mapbook of the playing field, 4 plastic footballs, Blood Bowl Handbook, Painting Guide, 50 sheet pad of team rosters, 2 team cards, 4 star player cards, heaps of color counters and templates, 6 dice, & range ruler. Please note that no rules have been changed, though the rule book has been expanded, and many components are the same as the previous edition. **\$90.00**

CHRONOPIA

Heart CHRONOPIA Warzone Miniatures Rules

Warzone goes fantasy! Heartbreaker Hobbies new fantasy miniatures rules have been released January. From beyond the grave the One King has returned to reclaim his lost kingdom. The usurpers squandered the spoils of war and the Great Triad of the Elf Dukes, the Dwarven Overlords and the Ogre Emperors collapsed. The Four Dark Prophets, twisted by their hate for the One King, made terrible pacts with unethically evil. On the battlefields, the carrion birds feast as mighty Repulsar Knights trade blows with Beast Clan Dwarves, and Blackblood Myrmidons render and gore Elf Dragonbane Riders. And the dark banners of the Devout, with their Dusk Realm warriors and Warped Lords, cast an ever increasing shadow across the land. Searing new magics crack across the sky as Elven Lotus-Eaters battle with the time magics of the Chronomancers and the Devout's abominations from the void. The sun is setting on a dark world; a world of uncertainty and treachery, of heroic deeds and blasphemous evil. The world of Chronopia. The rulebook has over 200 pages, 160 in full color. Gives a detailed history and background on the five races, the Firstborn, Blackbloods, Elves, Dwarves and Devout - including a timeline illustrated with all the major events in the history of Chronopia. 48 page rule section has comprehensive rules examples and diagrams. Richly illustrated army lists. Pull out reference sheets, full color weapons templates and counters. **\$48.00**

Chronopia Miniatures

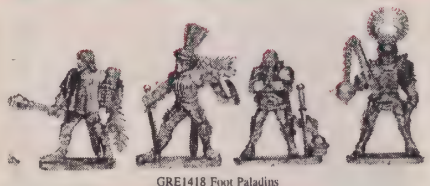
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Fantasy Warriors

GRE **FANTASY WARRIORS 2nd Ed**
It's back, as an all new edition! Stratelibri in Italy bought out Grenadier USA and UK, and are not only offering the entire old range of Fantasy Warriors figures, but they have completely re-done the Fantasy Warriors game, written in English, of course! The game includes 102 plastic and 6 metal exaggerated 25mm figures, superior art, graphics, and rulesbook, with a huge range of figures that are comparatively cheap! More details later. **\$75.00**



GRE1418 Foot Paladins

Fantasy Warriors Miniatures

All New Nemo Fantasy Warriors Range

Blisters with () exaggerated 25mm figures. By Mark Coppellstone & Nick Lund.

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Hordes of the Things

WRG HORDES OF THE THINGS

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. \$16.00

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Inferno

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RAL PARTHA

Ral Partha's Battlestorm

Ral Partha's BATTLESTORM Ral Partha has at last released their own fantasy miniatures rules! Battlestorm uses a simple combat system that stresses action, reaction and interaction. Attackers declare any melee combat before they move. This way the opponent has the option of counter-attacking, fleeing or even attacking some other unit. Combat can fire off an exciting chain reaction that suddenly draws many units into the fray. These are called **battlestorms** and they often mean a battle can hinge on a few critical decisions that cause an explosion of carnage. These rules are designed for the bold commander who wants to feel the rush of adrenaline as his troops become enmeshed in a tactical chess match with all the violence and pageantry of a medieval fantasy battle. 180 full color pages with heaps of color photos of Ral Partha miniatures, includes army lists and stats for Sorcerers, Barbarians, Reavers, Tyrants, Dragons, Dwarves, Goblins, Orcs, High Elves, Humans, Undead, Trolls, Ogres, and heaps of monsters and animals, etc. \$48.00

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RAL11544	AMETHYST DRAGON (1)	\$16.95
RAL11545	DRACON	\$16.95
RAL11546	TOPEZ DRAGON	\$16.95
RAL11547	DRACOLICH	\$16.95
RAL11548	SILVER DRAGON	\$16.95

AD&D Ravenloft

Blister with (1) 25mm figures.

RAL11100	GREATER WOLFWEAR (4) RAVENLOFT	\$13.50
RAL11101	WEREBATS (3) RAVENLOFT	\$8.95
RAL11102	GROETER MUMMY (4) RAVENLOFT	\$11.50
RAL11103	VAMPIRES (3) RAVENLOFT	\$8.95
RAL11104	VILLAGE MOB (7) RAVENLOFT	\$17.50
RAL11105	VILLAGE PERSONALITIES (4) RVL	\$11.50
RAL11106	GOBLYN (3) RAVENLOFT	\$8.95
RAL11107	GREY WHITE STAG (1)	\$6.95
RAL11108	GYPSIES (3)	\$8.95
RAL11109	GYPSY DANCERS (3)	\$9.95
RAL11110	VAMPIRE HUNTERS (3)	\$9.95
RAL11111	LOST ONES (3)	\$9.95
RAL11112	WOLFWEAR (4)	\$13.50
RAL11113	UBEL	\$3.50
RAL11114	NATALIA VORSHKOVA	\$3.50
RAL11115	VAMPRES (3)	\$9.95
RAL11116	LAB WORK TABLES & LABWARE	\$9.95
RAL11117	ASSORTED LIFE ENERGIZES	\$3.50
RAL11118	FRANTISK MARKOV	\$3.50
RAL11119	IVANA BORTISI	\$8.95
RAL11120	WITCHES (3)	\$8.95

AD&D Planescape

Blister with (1) 25mm figures.

RAL11600	FACTOL OF MERCYKILLERS (1)	\$3.50
RAL11601	FACTOL OF MERCYKILLERS (1)	\$3.50
RAL11602	FACTOL LARHABAK CABAL	\$3.50
RAL11603	FACTOL DARIUS - SIGNERS	\$4.25
RAL11604	LEI KUNG POWER OF LAW	\$7.50
RAL11605	THOR NORSE POWER OF CHAOS	\$4.25
RAL11606	FACTOL KORAN OF CHAOS	\$4.25
RAL11607	MASK (1)	\$4.50
RAL11608	FREYA (GODDESS) (1)	\$4.50
RAL11609	A KIN ARCANALOTH (1)	\$4.50
RAL11610	ESTAVAN (OGRE MAGE (1)	\$4.50
RAL11611	KYLIE (1)	\$3.50
RAL11612	SHAMESHA & COLCOCK (2)	\$7.50
RAL11613	CIRILY (1)	\$3.50
RAL11614	DIEKH NLAIR (1)	\$3.50
RAL11615	FELL (1)	\$3.50
RAL11616	JEMORILLE THE EXILE (1)	\$3.50
RAL11617	SLY	\$3.50
RAL11618	PAKAKI THE RAT	\$3.50
RAL11619	ALLUVIUS RUSKIN	\$3.50
RAL11620	TRANSCENDENT ORDER PCS (2)	\$6.95
RAL11621	XAOISTECTS PCS (2)	\$6.95
RAL11622	FREE LEAGUE BARIAR	\$6.95
RAL11623	MERCY KILLER (1)	\$6.95
RAL11624	ANARCHISTS OF REV LEAG	\$7.50
RAL11625	INTANCIFERS (M&F)	\$7.50
RAL11626	ASIMAR (M&F)	\$7.50
RAL11627	THE "U"	\$4.25
RAL11628	GREATER GELUGON (1)	\$12.50
RAL11629	ASIMON SOLAR (1)	\$7.95
RAL11630	TANARI SUCCUBUS (1)	\$3.50
RAL11631	ERLAK	\$3.50
RAL11632	ARMANITES	\$14.50
RAL11633	LESSER BAATEZU/HAMATULA	\$12.50
RAL11634	MARUT	\$12.50
RAL11635	CORNUGON	\$7.95
RAL11636	PIT FIEND	\$13.50
RAL11637	CHASME	\$8.95
RAL11638	ELEMENTAL VERMIN	\$10.50
RAL11639	DRECH	\$12.95
RAL11640	MOLYDEUS (1)	\$15.95
RAL11641	MARALITH (1)	\$3.50
RAL11642	BARBAZU (4)	\$11.95
RAL11643	BLACK ABISHAI (2)	\$14.95

AD&D Dark Sun

Blister with (1) 25mm figures.

RAL11704	CLIFF GLIDER DARK SUN	\$15.50
RAL11705	TEMBO DARK SUN	\$6.50
RAL11706	DARK SUN JOZHALS (5)	\$8.95
RAL11707	DARK SUN BELGOL (3)	\$8.95
RAL11708	DRAGON KING (1)	\$15.50
RAL11709	CHARACTURES (3)	\$9.95
RAL11710	LAMIA (1)	\$6.95
RAL11711	CHINAGERA (1)	\$15.95
RAL11712	BARSHAG & JUSTINA	\$6.95
RAL11713	QUIRAD AL-DINN (1)	\$3.50
RAL11714	THE SWORD MAGE (1)	\$3.50
RAL11715	LIAEDRA OF LLUBRAIGHT (1)	\$3.50
RAL11716	GHURALLI OROG WARRIOR	\$4.95

AD&D Boxed Sets

Each with (1) 25mm figures.

RAL10500	RED DRAGON OF KYRNN & RIDER	\$39.95
RAL10501	DRACONIAN (10)	\$33.95
RAL10502	HEROES OF THE LANCE (10)	\$29.95
RAL10503	HUMAN SILVER DRAGON	\$77.95
RAL10504	VILLAINS OF KYRNN (2)	\$34.95
RAL10505	RAVENLOFT DENIZENS (10)	\$34.95
RAL10506	D&D MONSTERS (20 PLASTIC)	\$64.95
RAL10507	DRAGON MOUNTAIN BOXED SET	\$44.95
RAL10508	CASTLE FORLORN RAVENLOFT SET	\$11.95

RAL10516	FIRST QUEST STARTER SET	\$39.95
RAL10517	DR MORDENHEIMS LABORATORY	\$31.95
RAL10518	PLANESCAPE BOXED MINIATURES	\$39.95
RAL10519	POWERS OF CHAOS PLANESCAPE	\$39.95
RAL10520	POWERS OF LAW PLANESCAPE	\$34.95
RAL10521	POWERS OF CONFLICT	\$34.95
RAL10522	BIRTHRIGHT ABOMINATIONS	\$44.95
RAL10523	PERSONALITIES OF THE BLOOD	\$32.50
RAL10524	HEROES OF FORGOTTEN REALMS(10)	\$29.95
RAL10525	DROW ELVES OF MENZOBERREN (10)	\$31.95
RAL10526	LORD SOTHS CHARGE (13)	\$53.95

BattleSystem Brigades

Boxed Sets with 25mm figures.

RAL10566	LORD SOTHS CHARGE (13)	\$53.95
RAL10567	Lord Soth & 12 Skeleton Mt Knights	
RAL10568	LORD HARCOURT'S CAVALRY (3)	\$15.95
RAL10569	LORD HARCOURT'S ARCHERS (6)	\$15.95
RAL10570	LORD SOTHS SKELETON CAV (3)	\$14.50
RAL10571	IRON LORDS DWARF GUARD (6)	\$12.95
RAL10572	IRON LORDS DWARF XBOWMEN (6)	\$12.95
RAL10573	IRON LORDS DWARF INFANTRY (6)	\$12.95
RAL10574	HORDE HEAVY VALVRY	\$14.50
RAL10575	HORDE LIGHT VALVRY	\$13.50
RAL10576	OGRE MARAUDERS	\$14.50
RAL10577	GNOLL RAIDERS	\$14.50
RAL10578	GNOLL LEADER & FLIND	\$6.95
RAL10579	GREY BLOSSOM ARMORED INFANTRY	\$16.95
RAL10580	GREY BLOSSOM UNARMED INF	\$6.95
RAL10581	GREY BLOSSOM HEROES (2)	\$6.95

Battlesystem 15mm Army Packs

Blister with (1) true 15mm figures.

RAL11906	CORMYR MILITIA (13)	\$11.50
RAL11907	WAR ELEPHANT (1)	\$14.95
RAL11908	ELF HORSE ARCHERS (7)	\$11.95
RAL11909	SILVER ELF PIKEMEN EVERESKA	\$11.50
RAL11910	SILVER NOBLE ARCHERS OF EVERESKA	\$11.95
RAL11911	IRON DWARF BALLISTA	\$14.95
RAL11912	HOBGOBLINS OF DRGNSPR (13)	\$11.50
RAL11913	TROLLS MERC COMPANY (7)	\$11.50
RAL11914	VILLAINS OF F REALMS (5)	\$11.50
RAL11915	DROW FEMALE ELITE ON FOOT	\$10.50
RAL11916	DROW ELF CROSSBOWMEN	\$10.50
RAL11917	DROW ELF LIZARD RIDERS	\$11.50
RAL11918	MINDUGULPH COMPANY GIFF	\$11.50
RAL11919	MINDUGULPH COMPANY WEMIC	\$11.50
RAL11920	MINDUGULPH COMPANY KENKU	\$10.50

FANTASY PERSONALITIES

Blister with 1 - 4 25mm figures.

RAL01001	EVIL WIZARD W/FINGER (1)	\$3.50
RAL01002	BALROG (1)	\$8.95
RAL01003	CLERIC W/COBRA STAFF (1)	\$3.50
RAL01004	WINGED GREMLIN	\$3.50
RAL01005	ANGEL	\$6.95
RAL01006	ARCHANGEL	\$7.50
RAL01007	ANGEL OF DEATH W/SCYTHE	\$7.95
RAL01008	RANGERS, MTD & ON FOOT	\$9.95
RAL01009	GREMLIN WAR PARTY (3)	\$3.50
RAL01010	WRAITH WITH SICKLE	\$3.50
RAL01011	CENTAUR	\$3.50
RAL01012	WINGED PANTHER (1)	\$8.50
RAL01013	WEREBEAR (1)	\$8.50
RAL01014	GILLY WYVERN	\$11.95
RAL01015	HILL GIANT	\$10.95
RAL01016	NECROMANCERS (3)	\$10.95
RAL01017	DRAGON BLISTER	\$16.95
RAL01018	UNICORN WITH MTD MAID	\$7.50
RAL01019	COLD DRAKE	\$16.50
RAL01020	WAR DRAGON	\$17.95
RAL01021	STORM GIANT WITH AXE	\$10.95
RAL01022	MTD ELF HERO IN PLATE	\$11.50
RAL01023	ANTI-PALADIN MTD & FOOT	\$10.95
RAL01024	GOLDEN DRAGON	\$35.95
RAL01025	JABBERWOCK (1)	\$10.50
RAL01026	THIEVES (4)	\$11.95
RAL01027	WARRIORS OF CHAOS (4)	\$11.50
RAL01028	MTD CHAOS CHAMPION W/AXE	\$11.50
RAL01029	MTD CHAOS LORD W/WORD	\$9.95
RAL01030	BRIGANDS TREASURE CARAVAN	\$17.50
RAL01031	CELESTIAL DRAGON	\$19.95
RAL01032	CHAOTIC ONES	\$6.95
RAL01033	LAWFUL FIGHTING COMPANIONS (2)	\$6.95
RAL01034	LAWFUL SWORDMASTERS (2)	\$6.95
RAL01035	CHAOTIC DREAM KNIGHTS (2)	\$6.95
RAL01036	BLACK DRAGON	\$19.50
RAL01037	BLUE DRAGON	\$19.50
RAL01038	MALLOTIAN SPEARMEN (2)	\$7.50
RAL01039	FOREST DRAGON	\$19.50
RAL01040	SOLEICISM SERVANT OF CHAOS	\$8.50
RAL01041	SEA DRAGON	\$17.50
RAL01042	ELITE GRIFCON (1)	\$12.95
RAL01043	ELITE ARMORED DWARF GUARDS	\$15.50
RAL01044	EVIL CRIMSON DRAGON (1)	\$15.50
RAL01045	FIRE DRAKE (1)	\$15.50
RAL01046	ELF ANTI-HERO WITH SLAVE GIRL	\$9.50
RAL01047	DANCING GIRES (3)	\$9.50
RAL01048	BORGON THE FOUR ARMED TITAN	\$15.50
RAL01049	LIZARDMEN & WATCHDOG	\$12.50
RAL01050	DWARF ELF & CHAARNA	\$9.50
RAL01051	KROGAR THE GORILLAMAN&DAMSEL	\$15.50
RAL01052	THE THIEVES' GUILD	\$17.50
RAL01053	WHITE WORM (1)	\$17.50
RAL01054	HIGHLAND DRAGON & CONSORT	\$18.50
RAL01055	SORCERESS ON PALANQUIN	\$14.95
RAL01056	BARBARIAN DWARVES	\$14.95
RAL01057	NUADIA SILVERHAND	\$8.50
RAL01058	JUGURTHA FOUR ARMED TITAN	\$15.95
RAL01059	DAMSEL IN DISTRESS	\$12.95
RAL01060	PERSUS VERSES THE KRAKEN	\$9.95
RAL01061	WINGED LION	\$9.95
RAL01062	PEGASUS & MOUNTED VALKYRI	\$9.95
RAL01063	DWARF DRAGON FIGHTERS (3)	\$9.95
RAL01064	DWARF SHIELD MAIDENS (3)	\$17.50
RAL01065	EVIL DRAGON AND CAPTIVE	\$12.95
RAL01066	ORZAN-DWARF ADVENTURER	\$8.95
RAL01067	MIZOR SUMMONED DENION LORD	\$12.95
RAL01068	KINGS (4)	\$12.95
RAL01069	QUEENS (4)	\$12.95
RAL01070	TROLL GIANT WITH STONE AXE	\$10.95
RAL01071	BRASS DRAGON	\$10.95
RAL01072	WHITE WIZARD	\$10.95
RAL01073	CARN WARRIOR&MAGE	\$10.95
RAL01074	CYBORIC HIGH ELF W/LORD	\$9.95
RAL01075	LEONARA WARRIOR CHAMPION	\$11.50
RAL01076	CHARZON WITCH KING	\$9.95
RAL01077	EVIL SUPERHERO W/AXE & SHLD	\$9.95
RAL01078	PALADIN MTD W/WORD & SHLD	\$9.95
RAL01079	BLACK PRINCE MTD W/AXE & LANCE	\$9.95
RAL01080	CAMCROE GOLDEN EYE	\$11.50
RAL01081	SIMON PENEBERS	\$11.50
RAL01082	MANDRONE THE EXORCIST	\$12.95
RAL01083	VALAZ RAVENHEART	\$11.50
RAL01084	BROK THE MALEVOLENT	\$12.95
RAL01085	SARAK BLOODBAST	\$12.95
RAL01086	BARON DIABOLIC DEATH KNIGHT	\$12.95
RAL01087	LADY PALADIN MTD & FT	\$12.95
RAL01088	NOMAD WARRIOR WOMAN (FT&MTD)	\$12.95
RAL01089	TAKHISIS RULER CHROMATIC DRAGON	\$119.95
RAL01090	SLAVE AUCTION LIMITED EDITION	\$119.95
RAL01091	GOLDEN CHAOS DRAGON LIMITED EDITION	\$119.95
RAL01092	DWARF CHAMPION W/WORD (1)	\$3.50
RAL01093	ORC KING W/WORD (1)	\$3.50
RAL01094	NECROMANCER W/WORD (1)	\$3.50
RAL01095	CHAOS DEATHMASTER W/SCYTHE (1)	\$4.50
RAL01096	GNOME MASTER THIEF W/WORD (1)	\$3.50
RAL01097	MAN WITH MEGALITHIS	\$8.95
RAL01098	MAN WITH CAVE LION	\$8.95
RAL01099	MALE WITH RUNNING HYENA	\$8.95
RAL01100	WOMAN WITH SABERTOOTH TIGER	\$8.95

RAL01704	DORAK WITH HYAENODON	\$9.50
RAL01705	SHONA & DOGBEAR	\$9.50
RAL01706	HUNTRESS AND HUNTING DRAGON	\$11.95
RAL01707	IVEA THE BATTLE QUEEN & WOLF	\$6.95
RAL01708	VELOCIRAPTORS	\$13.50
RAL01709	WOLF WITH PHORHUSRACOS	\$13.50
RAL01710	DANAE WITH SMILLADON	\$9.50

3-STAGE CHARACTERS

Each with 3 x 25mm figures representing low, mid, high character classes.

RAL01315	FIGHTER PLAYER CHARACTER (3)	\$9.95
RAL01316	RANGER PLAYER CHARACTER (3)	\$9.95
RAL01317	MAGIC USER PLAYER CHARACTER(3)	\$9.95
RAL01318	HOBBIT THIEF 3-STAGE CHRCTR(3)	\$9.95
RAL01319	ELF THIEF PLAYER CHARACTER (3)	\$9.95
RAL01320	PALADIN PLAYER CHARACTER (3)	\$9.95
RAL01321	HUMAN ASSASSIN 3-STAGE CHAR(3)	\$9.95
RAL01322	BARBARIAN PLAYER CHARACTER (3)	\$9.95
RAL01323	DWARF FIGHTER (3 STAGE) (3)	\$9.95
RAL01324	ELF FIGHTER (3 STAGE) (3)	\$9.95
RAL01325	DRUID (3 STAGE) (3)	\$9.95
RAL01326	CLERIC 3-STAGED CHARACTER (3)	\$9.95
RAL01328	ANTI-PALADIN (3)	\$9.95
RAL01329	ELF FIGHTER/MAGE (3)	\$9.95
RAL01330	FIGHTER W/AXE (3)	\$9.95
RAL01332	FEMALE FIGHTERS (3)	\$9.95
RAL01333	WIZARD MAGE W/STAFF (3)	\$9.95
RAL01334	GNOME ILLUSIONIST (3)	\$9.95
RAL01336	UNIP. PLAYER CHARACTER (3)	\$9.95
RAL01337	FEMALE MAGIC USER (3)	\$9.95
RAL01339	DROW ELF PLAYER CHARACTER	\$9.95

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RAL02334	CLOAKED ASSASSIN	\$3.50
RAL02335	NINJA ASSASSIN	\$3.50
RAL02336	ROGUE THIEF	\$3.50
RAL02337	FEMALE ADVENTURER THIEF (1)	\$3.50
RAL02338	ELVEN THIEF (1)	\$3.50
RAL02351	WIZARD W/STAFF	\$3.50
RAL02355	ILLUSIONIST CONJURING	\$3.50
RAL02354	EVIL WIZARD W/SKULL STAFF	\$3.50
RAL02355	WIZARD W/TWISTED WARD	\$3.50
RAL02356	FEMALE MAGIC USER	\$3.50
RAL02372	ARMORED CLERIC	\$3.50
RAL02373	DRUID	\$3.50
RAL02375	INVOLUTOR W/WORD OF JUSTICE	\$3.50
RAL02376	FEMALE CLERIC	\$3.50
RAL02391	BARD	\$3.50

FANTASY MONSTERS

Blisters with 1 or 10 scale metal figures.

RAL02401	GREAT FIRE DRAGON	\$19.95
RAL02403	WERETIGER	\$4.50
RAL02404	GARGOYLE	\$4.50
RAL02405	DEMON	\$4.50
RAL02406	ARMORED MINOTAUR W/SPEAR	\$4.50
RAL02407	HELL HOUNDS (3)	\$8.95
RAL02408	LION CENTAURS	\$8.95
RAL02414	FROST GIANT	\$12.95
RAL02417	TREE SHEPHERD	\$15.95
RAL02418	GREAT CAT LORD	\$8.50
RAL02419	GUARDIAN DEMON	\$11.95
RAL02420	GARGOYLES (4)	\$9.95
RAL02421	DEMON TREE (1)	\$11.95
RAL02422	GIANT RAT SWARM	\$7.50
RAL02423	MUSHROOM MEN (4)	\$7.50

ENCOUNTERS OF THE IMAGINATION

Blisters with 1 25mm metal figures

RAL02500	SLAVE MASTER & 3 SLAVES	\$11.95
RAL02501	BARTENDER, 2 BARMAIDS, BOUNCER	\$11.95
RAL02502	ORION DROPPED THRONES WISWANT	\$12.95
RAL02503	EVIL TOLD ON PEDESTAL (3)	\$14.95
RAL02504	HEADHUNTERS (4)	\$12.50
RAL02505	PIRATES & SAILORS (4)	\$12.50
RAL02506	BEGGARS (4)	\$12.50
RAL02507	THIRLADIES ESCORTED BY HERO	\$12.50
RAL02508	WOLF PACK (7)	\$15.50
RAL02509	FAMILIARS (3 SPRUES)	\$9.75
RAL02510	TOWN GUARD (5)	\$12.50
RAL02511	WEALTHY TRAVELLERS	\$14.95
RAL02513	SKELETAL HUNTER & HOUNDS	\$13.50
RAL02514	FIRE LORDS (3)	\$14.95
RAL02515	CHILDREN OF THE WIND (3)	\$11.95
RAL02516	ELATH MASTER (3)	\$14.95
RAL02517	SEA REAVERS (4)	\$12.95
RAL02518	TRAVELLING TROUPE (4)	\$12.95
RAL02519	ROGUES, LOOT & CAPTIVE	\$12.95
RAL02520	VIKINGS (4)	\$11.95
RAL02521	CLERGY (4)	\$11.95
RAL02522	ZOMBIES (4 ZOMBIES+GRAVE)	\$13.50
RAL02523	PEASANT LABORERS (4)	\$13.50
RAL02524	KINGS GUARDS MUSKETEERS	\$13.50
RAL02525	VLAAD THE VAMPIRES LAIR	\$12.95
RAL02526	PANDERER WITH GUARD & LADIES	\$12.95
RAL02527	BARBARIAN HERO'S ADVENTURE PARTY	\$12.95
RAL02600	FIGHTERS IN PLATE ARMOR	\$7.50
RAL02601	NOVICE THIEVES IN LEATHER	\$7.50
RAL02602	WIZARD IN ROBES WITH STAFF	\$7.50
RAL02603	DWARVEN FIGHTER IN PLATE ARMOR	\$7.50
RAL02604	RANGERS (MALE & FEMALE)	\$7.50
RAL02605	CLERICS (MALE & FEMALE)	\$7.50
RAL02606	ELVEN FIGHTER/MAGIC USERS	\$7.50
RAL02607	DRUIDS (MALE & FEMALE)	\$7.50

FANTASY BADGUYS

Each with 1 - 4 25mm metal figures.

RAL02800	CHAOS MOUNTED KNIGHTS	\$14.95
RAL02801	CHAOS LORD ON WAR BEAST	\$11.95
RAL02801	HYDRA SNAKE	\$9.95
RAL02903	ARMORED CENTAURS (MALE & FEM)	\$11.50
RAL02909	UNICORN	\$6.50
RAL02910	LIONS (MALE & FEMALE)	\$6.50
RAL02911	ATTACK DOGS	\$6.50
RAL02912	GIANT RATS	\$6.50
RAL02927	FEMALE WARRIORS	\$9.50
RAL02928	WYVERN	\$11.95
RAL02931	FIGHTING PALADIN	\$3.50
RAL02932	ANTI-HERO W/2-HANDED AXE	\$3.50
RAL02934	BARBARIAN GIANT	\$11.95
RAL02936	ARMORED MINOTAUR W/SWORD	\$9.50
RAL02937	FIGHTING PEGASUS	\$9.50
RAL02938	SKELETON WARRIORS (4)	\$12.50
RAL02940	SKELETAL GIANT	\$11.50
RAL02941	CHAOTIC WAR DRAGON & RIDER	\$17.50
RAL02944	DRAGONMEN	\$9.95
RAL02945	SABERTOOTH	\$4.95
RAL02948	ARCHERS (3)	\$8.95
RAL02949	GREY WIZARD	\$3.50
RAL02950	UNDEAD NINJA	\$3.50
RAL02952	SKELETAL BEASTMEN (4)	\$11.95
RAL02954	WINGED DEMON LORD	\$11.95
RAL02955	EVIL DRAGON	\$17.95
RAL02958	FAMILIARS (MULTIPLE)	\$3.50
RAL02959	FEMALE ADVENTURERS (1)	\$3.50
RAL02961	GOATMEN	\$11.95
RAL02963	FEMALE MAGIC USERS	\$8.95
RAL02967	BALROG	\$11.50
RAL02968	CENTAUR ADVENTURERS MALE & FEM	\$9.95
RAL02969	FEMALE PALADIN & ARMED UNICORN	\$10.95
RAL02981	BORGON FOUR ARMED TITAN	\$14.95
RAL02982	SSAIGAR THE LIZARDMEN	\$11.95
RAL02983	DWARF ELF & SWORDMISTRESS	\$9.50
RAL02984	KROGAR THE GORILLAMAN W/DAMSEL	\$14.95
RAL02985	MAN WITH CAVE BEAR	\$8.50
RAL02986	MAN WITH CAVE LION	\$8.50
RAL02987	MAN WITH RUNNING HYENA	\$8.50
RAL02988	WOMAN WITH SABERTOOTH TIGER	\$8.50
RAL02989	WOMAN WITH HYAENODON	\$8.50
RAL02990	WOMAN WITH CHEETAH	\$8.50

FANTASY BOXED SETS

With 1 - 10 25mm metal figures.

RAL10200	NINJA	\$17.50
RAL10212	ROGUE, BALROG	\$21.95
RAL10308	HIGH CHIEF	\$27.95
RAL10310	SILVER AND STEEL (10 FEMALES)	\$29.95
RAL10311	LARRY ELMORE'S WARBAND	\$34.95
RAL10312	SILVER & STEEL II	\$31.95
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Science Fiction

Babylon 5 Wars

AOG Babylon 5 Wars

It's here! The official, detailed miniatures rules for Babylon 5. This boxed set recreates the many epic struggles between the various races and factions which make up the Babylon 5 universe. The rules allow for engagements as small as a few fighters on each side to large fleets battling for control of a planet. Includes a 96 page rulebook with rules and background material, ship control sheets for Earth Alliance Omega Destroyer, Hyperion Heavy Cruiser, Starfury Fighters; the Minbari Starlin War Cruiser, Nial Heavy Fighter, Flyers; Centauri Primus Battlecruiser, Vorchan Warship, Senti Medium Fighters; Narn G'Quan Heavy Cruiser, T'Loth Assault Cruiser, Frazz Heavy Fighter; Raider Light Fighters, etc. Also has two full color counter sheets, 12 metal miniatures (3 each of Starfury, Frazz, Minbari and Centauri Fighters), and star maps. The rules are like a simplified version of *Star Fleet Battles*. **\$80.00**

CEE Earthforce Sourcebook

This roleplaying supplement for *The Babylon Project* also contains a complete set of simple miniatures rules for Babylon 5, written by Jon Tuffley, who wrote *Full Thrust*. As such the rules are simple to learn, but tactics are very hard to master! Each turn you must write in advance what movement your ships will undertake, which could well result in your runs not being able to target your desired opponent, should he be able to out guess you! Covers almost all Earthforce ships, including the impressive Omega-class destroyers, two types of Starfurys, and Hyperion-class heavy cruisers; details the Minbari cruiser and fighters, with far superior technology to the other races; details the Narn heavy cruiser, battle dreadnought and fighters; and the Centauri light cruiser, battle cruiser and fighters. The rules are magnificent, and you can easily control six ships each plus fighters. This is the game system for me! The book contains counters for all the above ships and fighters, but I will be using the below miniatures. **\$30.00**

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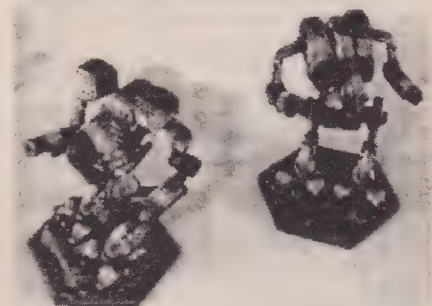
BattleTech

FAS BATTLETECH 4th Edition

This 4th edition comes with a 48 page rulebook that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc; a 22 page record sheet book; a 32 page full color book with quick start rules and heaps of background info; there are two 22"x27" maps; & 48 cardboard full color standup counters, being two each of 24 different mechs; and 144 full color unit stickers. Note that there are no rule changes. **\$44.95**

BattleTech Compendium: The Rules of Warfare - Softcover
Contains all the rules needed for Battletech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elements, etc. Also has some new mechs: including a new Ascan with twin LRM15s, a Clan Hunchback IIC with jump jets and twin Ultra AC/20s, and a map of the Inner Sphere. **\$35.00**

BattleLance Miniatures Rules This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and hiding. **\$4.00**



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All come with hex bases.		
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RAL10843P	ASSAULT OMNI MECHS BOXED SET	\$45.00

Demon Blade Games

Demon Blade Games is a new company who are releasing a range of sci-fi figures for their own sci-fi miniatures rules called *Shockforce* later this year. In the meantime, here are their figures. Their Orgs look like sci-fi orcs with a really bad attitude. The Shock Force troops are humans.

SHOCK FORCE Battles in the Remnants of America
Players battle in the remnants of America in the year 2142 AD. A sociopolitical & nuclear meltdown has caused America to become a wasteland populated by hordes of mutant gangs that roam the wastelands and derelict cities, and the MegaCont armies, such as the Shock Force, consisting of normal men and women who are trained to fight from birth. These are skirmish rules including unit activation, command radius, advantages and disadvantages, and full army lists, including the Veneguan, descendants of the original tribes of America, the Scarlet Brethren, of Southern origin, the Orgs, mutants who look like orcs, undead Cyborgs, GothRats, etc. **\$19.00**

DBG10001	ORG WARLORD (1)	\$12.95
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DBG10102	ORGLING SERGEANT	\$7.50
DBG10201	ORG SLAMMERS UNIT	\$14.50
DBG10202	ORG SLASHERS UNIT	\$14.50
DBG10203	ORGLING DELINQUENTS	\$14.50
DBG20001	LORD OF TECHNOLOGY	\$7.50
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DBG20004	SHOCK FORCE STALKER	\$25.95
DBG20005	SHOCK FORCE ELIMINATOR	\$7.50
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DBG20201	SHOCK FORCE ALPHA TEAM	\$14.50
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DBG20203	SHOCK SISTERS UNIT	\$14.50
DBG20204	SHOCK FORCE OMEGA	\$14.50
DBG30001	VENEGUAN TECH SHAMAN	\$7.50
DBG51001	BROODLOD QUELUG	\$9.95

Dirtside II

DIRTSIDE II By the same people who did *Full Thrust*. This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are included for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1/285/1/300 scale miniatures. Includes a flexible integrated game sequence, an innovative chessboard combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG. **\$35.00**

STARGRUNT II These rules are a comprehensive set of generic rules for simulation science fiction infantry combat in virtually any background, but also includes background info and unit types and organization set in the same universe as *Dirtside* and *Full Thrust*. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. **\$40.00**

Stargrunt Miniatures

Figures are around 28mm tall

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New Anglian Power Armored Troopers (10)	\$22.00
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New Swabian Legion Power Armored Troopers (10)	\$22.00
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Eurasian Union Naval Power Armored Infantry (10)	\$22.00
Federal States Europa Colonial Legionaries (10)	\$22.00
Federal States Europa Power Armored Troopers (10)	\$22.00
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Pan African Union Troopers (10)	\$22.00
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UNSC Marine Troopers (10)	\$22.00
P'Taah Biotech Aliens (10)	\$22.00
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NAL Marine on Futuristic Motor Bike	\$5.50
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Stargrunt Resin Vehicles

Large resin vehicles, suitable for all 25mm or exaggerated 25mm sci-fi.

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SF25-27	Light Hover Jeep	\$10.00
SF25-28	Wombat Medium Hover APC	\$20.00
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SF25-58	M62 Slammer Heavy Hover Tank	\$15.00
SF25-62	Porush Superheavy Grav Tank	\$25.00
SF25-63	Vinazh G-CAV Grav Assault APC	\$20.00
SF25-64	Gunslinger - 6 legged weapons platform	\$20.00
SF25-65	Gunslinger - as above with twin rotary cannon	\$20.00
SF25-66	Gunslinger - as above but anti-tank variant	\$20.00
SF25-67	M44 Coonhound Light Assault Vehicle	\$15.00

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SF25-75	AVP2 Gunship VTOL	\$20.00
SF25-85	Paladin 6 wheeled Hi-Mobility Battle tank with Laser Turret	\$15.00
SF25-86	Phalanx 6 wheeled heavy APC with twin laser turrets	\$50.00
SF25-88	Hoplite High Mobility Wheeled Vehicle with Rotary Cannon	\$40.00
SF25-89	Hunter Wheelled Tank Killer with Missile & Cannon	\$40.00
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Doom Miniatures

Superb 25mm miniatures from my favorite computer game - Doom I and II

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REA66606	Cacodemon (Floating spheroid demon) (1)	\$18.00
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REA66608	Lost Soul (Floating skull) (1)	\$10.95
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REA66611	Revenant (1)	\$9.00
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Full Thrust

GZG FULL THRUST 2nd Ed

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the *#@# can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. **\$25.00**

MORE THRUST The first supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kra'vak race, expanded ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line, etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you muck up your guessed movement orders, it could end up in the next room! **\$25.00**

Full Thrust Space Ship Miniatures

Lead models by CMD, cast here in Melbourne by Eureka

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Grenadier's Future Warriors

Fantasy Warriors Miniatures

Blister (1) x exaggerated 25mm figures. By Mark Copplestone.

GRE1501	SCAVENGERS (2)	\$5.95
GRE1502	ROBO HUNTERS (2)	\$5.95
GRE1503	TROOPER TACTICAL SQUAD (2)	\$5.95
GRE1504	TACTICAL SQUAD LEADERS (2)	\$5.95
GRE1505	REBELS (2)	\$5.95
GRE1506	REBEL LEADERS (2)	\$5.95
GRE1507	FUTURE SAVAGES (2)	\$5.95
GRE1508	FUTURE SAVAGE SLASHERS (2)	\$5.95
GRE1509	TEEN ROBO HUNTERS (2)	\$5.95
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GRE1511	TROOPERS WITH HEAVY WEAPONS(2)	\$5.95
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GRE1517	GUARDS (2)	\$5.95
GRE1518	TROOPERS, SNIPER & LEADER(2)	\$5.95
GRE1519	SCAVENGER HEROES (2)	\$5.95
GRE1520	NBC WARFARE TROOPERS (2)	\$5.95
GRE1521	POWER ARMOR TROOPER (1)	\$5.95
GRE1522	POWER ARMOR TROOPER W/BLASTER(1)	\$5.95
GRE1523	FUTURE SAVAGES FLAMER TEAM(2)	\$5.95
GRE1524	SATELLITE COMMUNICATIONS TEAM2	\$5.95
GRE1525	OVERLORDS (2)	\$5.95
GRE1526	STREET BIKE WITH UZI RIDER	\$8.95
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GRE1528	BIKER GANG MEMBERS (2)	\$5.95
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GRE1530	REBEL WOMEN (2)	\$5.95
GRE1531	BIKERS WITH GUNS (2)	\$5.95
GRE1532	NETWORK 92 MEDIA TEAM (2)	\$5.95
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GRE1534	SECRET AGENTS (2)	\$5.95
GRE1535	SWAT GUARDS SENTRY GUN	\$3.95
GRE1536	DATA BANKS TERMINALS & COMM	\$5.95
GRE1537	SIDEARMS WEAPONS MODULE ADD-ON	\$8.95
GRE1538	FUTURE SAVAGE HOG CYCLE RIDERS	\$8.95
GRE1539	REBEL ASSAULT TEAM (2)	\$5.95
GRE1540	CORPORATE GUARD RESPONSE TEAM2	\$5.95
GRE1541	CYBORG MODEL C-1 (2)	\$5.95
GRE1542	TROOPER ON MILITARY CYCLE	\$8.95
GRE1543	THE PACK: SCAVENGER GANGERS(2)	\$5.95
GRE1544	SCAVENGER ON ATV	\$8.95
GRE1545	REBEL SNIPER TEAM (2)	\$5.95
GRE1546	REBEL HEAVY WEAPONS (2)	\$5.95
GRE1547	COLONIAL TROOPERS (8)	\$23.95
GRE1548	POWER ARMORED MACHINES (4)	\$23.95
GRE1549	LOU'S LADIES (2)	\$5.95
GRE1550	WAYNE'S DAMES (2)	\$5.95



A selection of Future Savages

Havok

C&A HAVOK SKIRMISH BATTLE SET

A brand new sci-fi miniatures gaming system with two big differences, firstly, all the miniatures come with a basic paint job, and two, the rules are very simple, so you can concentrate on just playing the game! This setting is as follows: the human Empire of Karn has no boundaries. For over 5,000 years they have ruled over the peoples of the universe. They have crushed those who stood before them, enslaved those who survived and imposed on all the Karnian Korde - the rule of Imperial Law. But the human Nexus Rebellion battle desperately against Karn's tyranny, striking repeatedly at Karn from their mighty battle fleets. Yet in the furthest reaches of space a new and terrible enemy has appeared - a relentless and tenacious foe, the insectoid Pteravore attack both Karn and Nexus alike. This boxed game includes short rules that cover the entire game system, 26 troop cards (covers every troop type) with stats and point values, two large plastic dreadnoughts called *Battle Forms*, 8 painted troops around 32mm tall, stick-on transfers for the miniatures' bases and the four terrain pieces, 8 special combat dice, and two cardstock rulers. Looks great! (Almost the whole range of miniatures are available!) \$55.00

Havok Miniatures

Painted plastic miniatures around 32mm tall.

CAAHK01	Karn Troopers - basic weapons, power armor, shields (3)	\$6.50
CAAHK02	Karn Darkest Suns - warriors with weapons & shields (3)	\$6.50
CAAHK03	Karn Klan Warriors: youths with power swords & shields (3)	\$6.50
CAAHK04	Karn Suns-Kai - big warriors with hand weapons (2)	\$6.50
CAAHK05	Karn Kai-Unes with Axe-weapons and shields (3)	\$6.50
CAAHK06	Karn Borkian Mercenaries - winged alien warriors (3)	\$6.50
CAAHK07	Karn BattleForm (dreadnought) (1) & Form Warrior (1)	\$11.00
CAAHK08	Karn Banshee Attack Thopter (2) & Glaive Riders (2)	\$23.00
CAAHN01	Nexus Troopers - basic weapons and power armor (3)	\$6.50
CAAHN02	Nexus Kinsmen - elite troops with hand weapons (3)	\$6.50
CAAHN03	Nexus Tribesmen - warriors with two hand weapons (3)	\$6.50
CAAHN04	Nexus Brotherhood: monks with 2 handed polearms (3)	\$6.50
CAAHN05	Nexus Assault Troops - 2 handed assault weapons (3)	\$6.50
CAAHN06	Nexus Mauler Tank & Downward Warrior	\$11.00
CAAHN07	Nexus BattleForm (dreadnought) (1) & Hundred Warrior (1)	\$11.00
CAAHN08	Nexus Hammer Heavy Tank & Storm Troopers (3)	\$19.00
CAAHN09	Pteravore Razors - Insectoid aliens with scythe arms (3)	\$6.50

Heavy Gear

DRE HEAVY GEAR RPG 2nd Ed

This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear in the background. For further information, consult *Heavy Gear* in the

Roleplaying Games section. \$48.00
Heavy Gear Mini Game For a full write up, look in the RPG section. This is a very basic but complete version of the Heavy Gear wargame, including color map, 8 color Heavy Gear counters, and brief rules with a selection of weapons choices. \$1.00

For more Heavy Gear products, look in the Roleplaying section.

Heavy Gear Miniatures

Figures made by RAFM.

Southern Hemisphere Heavy Gears

RAF1300	JAGER HEAVY GEAR MECH	\$16.95
RAF1301	BLITZ JAGER HEAVY GEAR MECH	\$16.95
RAF1302	BLACK MAMBA HEAVY GEAR MECH	\$16.95
RAF1303	LONG FANG BLACK MAMBA	\$16.95
RAF1304	IGUANA HEAVY GEAR MECH	\$16.95
RAF1305	BLITZ IGUANA HEAVY GEAR MECH	\$16.95
RAF1306	SPITTING COBRA HEAVY GEAR	\$21.95
RAF1307	STRIKING COBRA HEAVY GEAR	\$21.95
RAF1308	STONE MASON HEAVY GEAR MECH	\$16.95
RAF1309	FIRE JAGER HEAVY GEAR MECH	\$16.95
RAF1310	SNAKEYE BLACK MAMBA	\$16.95
RAF1311	SUPPORT COBRA	\$21.95
RAF1312	RAZOR FANG BLACK MAMBA	\$16.95
RAF1313	KING COBRA HEAVY GEAR MECH	\$21.95
RAF1314	SOUTHERN LIGHT ARTILLERY	\$8.50
RAF1315	INFANTRY RECON WEAPONS (20)	\$19.95
RAF1316	SNIPE INFANTRY (20)	\$19.95
RAF1317	BASILISK HEAVY GEAR	\$16.95
RAF1318	CHAMELEON HEAVY GEAR	\$16.95
RAF1319	BARBED FANG	\$16.95
RAF1320	JAGER RECON	\$16.95
RAF1321	ARTILLERY COBRA	\$22.00
RAF2051	SOUTHERN BASIC COMBAT GROUP	\$74.95

(4 x Jager Heavy Gear, 1 x Jager Command Heavy Gear, 27 extra weapons etc)

Northern Hemisphere Heavy Gears

RAF1200	HUNTER: HEAVY GEAR MECH	\$16.95
RAF1201	ASSAULT HUNTER: HEAVY GEAR MEC	\$16.95
RAF1202	JAGUAR HEAVY GEAR MECH	\$16.95
RAF1203	STRIKE JAGUAR HEAVY GEAR MECH	\$16.95
RAF1204	CHEETAH HEAVY GEAR MECH	\$16.95
RAF1205	STRIKE CHEETAH HEAVY GEAR MECH	\$10.95
RAF1206	GRIZZLY HEAVY GEAR MECH	\$21.95
RAF1207	ASSAULT GRIZZLY HEAVY GEAR MEC	\$21.95
RAF1208	HUNTER COMMAND HEAVY GEAR	\$16.95
RAF1209	BRICKLAYER HEAVY GEAR MECH	\$16.95
RAF1210	FIRE JAGUAR HEAVY GEAR MECH	\$16.95
RAF1211	RABID GRIZZLY HEAVY GEAR MECH	\$21.95
RAF1212	KODIAK HEAVY GEAR MECH	\$21.95
RAF1213	WHITE CAT HEAVY GEAR MECH	\$16.95
RAF1214	NORTHERN LIGHT ARTILLERY	\$8.95
RAF1215	STANDARD INFANTRY (20)	\$19.95
RAF1216	INFANTRY HEAVY WEAPONS (20)	\$19.95
RAF1217	RAIF HEAVY GEAR	\$16.95
RAF1218	BLACK CAT HEAVY GEAR	\$16.95
RAF1219	ARMORED HUNTER	\$16.95
RAF1220	CHEETAH	\$16.95
RAF1221	HUNTER RECON	\$16.95
RAF1222	CROSSBOW GRIZZLY	\$22.00
RAF2050	NORTHERN BASIC COMBAT GROUP	\$74.95

(4 x Hunter Heavy Gear + 1 x Headhunter Heavy Gear, 27 spare weapons etc)

Gorkamorka

GAM GORKAMORKA

The latest big boxed game from Games Workshop. Across a barren landscape, mobs of savage Ork warriors battle for supremacy and scap. Fame and fortune are gained in a hail of bullets and the roar of crude vehicles in a world where there is no mercy. *Gorkamorka* puts you in the driving seat of a bloodthirsty mob of Orks fighting for power and glory in these highly unorthodox car races. Don't just try to drive faster than the opponent, try blowing him up or shooting up the crew first! The set includes 2 ork Warracks, 2 Ork 4-wheel vehicles, 12 ork Boz, rulebook, sourcebook, a large ork building, mining shaft, range rulers, blast markers, templates, counters, tank-traps, dice, etc! The rules cover scenarios and crew's gaining experience, learning new skills and kustomisin' weaponry. \$105.00

DIGGANOB Boxed expansion. This mayhem-packed supplement contains splendid card models and a 96 page rulebook. The card models are great props for your mobs to fight around, and the rules have three new mobs: Savage Diggas; hideous Muties; and Rebel Grot Revolutionaries. \$58.50

CIT37172	DIGGA SHAMAN	\$11.00
CIT978106	REBEL SNOTZ (4)	\$11.00
CIT978107	REBEL GROTZ (4)	\$11.00
CIT978120	HEAD HONCHO & BANNA WAVA (2)	\$13.50
CIT978137	THE RED GOBBA	\$9.00
CIT978205	REBEL GROT CUTTA	\$31.50
CIT978281	REBEL GROT BIG LUGGA	\$45.00
CIT978282	DRAMEK BLITZKART AND DETH KAPTA	\$31.50
CIT978847	DA SCRAPHUNTER	\$16.00
CIT978854	DIGGANOB	\$11.00
CIT978861	DIGGA YOOFs	\$13.50
CIT978878	DIGGA BOYZ	\$13.50
CIT978902	DIGGA TRUKK	\$17.00
CIT980406	GROTZ (4)	\$17.00
CIT980413	ORK SLAVER WITH GRABBA STIK & WHIP (1)	\$11.50
CIT980420	ORK BOYZ WITH HAND WEAPONS	\$15.50
CIT980499	HARPOON TRUKK	\$38.00
CIT980550	SPEARGUN TRUKK	\$38.00
CIT980611	GORKAMORKA ORKS (6 plastic figures)	\$17.00
CIT980628	GORKAMORKA GUBBINZ BAG	\$14.50
CIT980963	ORK BIKER	\$22.00
CIT981045	WRECKER TRUKK	\$38.00
CIT981144	ROKIT BUGGY	\$11.50
CIT981151	ORK NOBZ	\$11.50
CIT981168	SPANNER BOYZ	\$11.50
CIT981175	ORK BOYZ WITH SHOOTAS	\$14.00
CIT981182	ORK YOOFs	\$15.50
CIT981199	ORK WEAPONS	\$13.50

Legions of Steel

GLO LEGIONS OF STEEL

This game used to sell for over \$100! Now just \$49.95. It contains 1/2 kg of metal miniatures. This is a fast paced miniatures combat game. You try to save humanity from a siege of nightmarish marines. Play an elite group of commandos in powered armor on their missions to destroy the base complex of their enemy. Meanwhile, your opponent maneuvers his horde of mechanical minions commanded by ten feet of metallic horror - the dreaded Mark I Assault Fiend. Mechanics are simple. Only six sided dice are required to quickly resolve firefights, but you need more than luck to survive. With Forcewell grenades, Nachtmachers, Blasters and Napalm X flame weapons on the field of battle, tactical considerations are many. For 2 or more players. Includes 19 metal miniatures (of 30mm scale), 48 full color interlocking map templates (like Space Hulk), 86 color counters, 24 stand up doors, rules with 8 scenarios. \$49.95

GLO1100 ADVANCED RULES

Rules for 16 new miniatures including the Succubot, rules for 35 new weapons, electronic warfare, advanced movement and fire,

expanded hand to hand combat, unit point values, ammo counts, etc. Also 12 more full color board templates, 152 color counters. \$19.95
GLO1150 LOS SCENARIO PACK 1
 Twelve new scenarios, expanded background information, rules for new miniatures and weapons, including C1 Succubot, G3 Predator, UNE Behemoth RXS, advanced movement and fire options, point values, short story, and 66 cut out counters. \$9.95

ALIEN SOURCEBOOK

A 96 page book which introduces us to the Black Empire, the Infranties and the Fantansians. Provided is an overview of each race's physiology, culture and history. There are six scenarios, charts, tables, and painting schemes. \$14.95

JUNCTION POINT CAMPAIGN PACK

The Princess Meline of the Black Empire is kidnapped by the Machines, and a massive rescue operation is launched. Includes campaign rules, rules for 25 new miniatures, 20 new weapons, point values, 7 scenarios, 12 more geomorphic mapboards, etc. \$14.95

LOS TEMPLATE PACK 1

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. This pack is included in the game. \$9.95

LOS TEMPLATE PACK 2

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. \$9.95

LOS TEMPLATE PACK 3

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. \$9.95

LOS TEMPLATE PACK 4

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. \$9.95

LOS TEMPLATE PACK 5

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. \$9.95

PLANETSTORM LOS Tabletop Battles Rules

This is the official Legions of Steel (LOS) miniatures rules! These are a tactical science fiction combat game set in the not-so-distant future. The 22nd century is one of advancement and discovery for Earth. Contact by extra-terrestrial, global unification and technological advancement are all hallmarks of this age. All of these events, however, have a single cause - the galactic invasion by the Machines: the Legions of Steel. The setting and game system were originally introduced in the Legions of Steel Boxed game. That game covered the conflicts which occurred underground in the Machine production complexes. These rules take the battle out of the dungeon-like corridors and into the open; off the gameboard and onto the tabletop. The comprehensive, stand alone rules are 192 pages in length with extensive background info for every race, and game stats and usually an illustration for every miniature listed below. Also has a full color painting guide. \$29.00

U.N.E.

The miniatures are approximately half the price they were previously

GLO1500	COMMANDO TROOPERS W/BLASTER(2)	\$6.50
GLO1501	UNE TROOPER W/AM & TOW(2)	\$7.50
GLO1502	UNE TROOPER W/AM & GL(2)	\$7.50
GLO1503	UNE POWERED INFANTRY (1)	\$4.50
GLO1510	COMMANDO HVY WPN TRPRS (2)	\$6.50
GLO1511	HVY WPN TROOPER W/EMP PROJ (2)	\$7.50
GLO1520	BEHEMOTH RXS (1)	\$9.95
GLO1521	UNE ASSAULT SUPRT PLATFORM(1)	\$9.95
GLO1530	PATHFINDER (2)	\$9.95
GLO1531	UNE RECCO TROOPER W/MP PK(2)	\$7.50
GLO1540	UNE ASSAULT TROOPERS (2)	\$9.95
GLO1550	UNE COMMANDO W/CARL G&LOADER 2	\$7.50
GLO1551	FLECHETTE GUN TROOPER &LDR(2)	\$7.50
GLO1552	POWERED INF W/FLECHETTE GUN(2)	\$7.50
GLO1553	POWERED INF W/CARL G (1)	\$4.50
GLO1554	POWERED INF W/AUTO TRK (2)	\$7.50
GLO1555	POWERED INF CALLIOPE TRPK (1)	\$4.50
GLO1580	UNE PIONEERS (2)	\$9.95
GLO1590	UNE SUPERFORTRESS COLOSSUS(1)	\$43.50
GLO1699	UNE POWERED INFANTRY (8)	\$32.50

The Machines

GLO1700	NIGHTMARES W/DEADBOLT LNC(2)	\$5.95
GLO1701	GIB NIGHTMARE W/THUMPER (2)	\$6.50
GLO1702	GIC NIGHTMARE W/NEGASPHERE (2)	\$6.50
GLO1703	GIA NIGHTMARE W/SCATTERGUN (2)	\$6.50
GLO1710	MARK I ASSAULT FIEND (1)	\$7.50
GLO1711	MARK IAI ASSAULT FIEND (1)	\$10.95
GLO1720	C1 SUCCUBOT & CONTROL ROBOT(1)	\$5.50
GLO1730	G3 PREDATOR (2)	\$6.50
GLO1731	G3B PREDATOR W/DEADBLT & GL 2	\$7.50
GLO1732	G3A PREDATOR W/LACERATOR (2)	\$7.50
GLO1740	MARK II ASSAULT FIEND (1)	\$9.95
GLO1741	MARK IIAI ASSAULT FIEND (1)	\$10.95
GLO1750	XI RUNAWAY (4)	\$13.50
GLO1760	G4 GRIMLINS (4)	\$13.50
GLO1770	G6 SNIPERBOT (2)	\$6.50
GLO1780	MARK III ASSAULT FIEND (1)	\$13.95
GLO1781	MARK IIIAI ASSAULT FIEND (1)	\$13.95
GLO1790	C2 CENTURION (1)	\$13.95
GLO1800	G5 STALKER (1)	\$13.95
GLO1810	SI ARCH FIEND (1)	\$43.50
GLO1820	SCORPION ROBOT (1)	\$13.95
GLO1830	DREADBOT (1)	\$26.95
GLO1988	MACHINE SECURITY HORDE (11)	\$32.50
GLO1999	MACHINE INFILTRATION HORDE(11)	\$29.95

MoonDragon

NDG MOONDRAGON

A new top quality game of fast-paced, exciting Lunar fighter combat from New Dimension Games, that takes your gaming to the 3rd dimension. Play as a lunar rebel pilot or an Alpha Colony security pilot in deadly 3D dogfights. Unique telescoped stands with universal joints are fixed to each fighter, which lets fighters be at any height, and of any facing, including facing down and straight up! This boxed set includes easy to learn rules, 3-dimensional tactics, pilot development rules, rules for lasers, rockets, missiles and bombs, a mission builder, and a moon guide with NASA photos. Has 4 pewter miniatures, 4 3D stands and wooden blocks, quick-start rules, plastic tokens for recording damage on the fighter displays, etc. Advanced rules cover overloads, electronic warfare, flying through explosions, and optional rules. Looks really good - and original! \$80.00

Birds of Prey Supplement 90 pages. Sourcebook outlining the strategic situation on the Moon; Alpha Colony statistics and fighter complement, stats and fighter displays on 9 new Alpha fighters, Lunar Freedom Alliance history and fighter complement, plus 9 new fighters, new weapons and weapons' rules, ground defenses, other new rules, new missions, and a master weapons chart. \$15.00

MoonDragon Miniatures

NDG123	Wardog Reinforcement Pack (Figures (2), stands, displays)	\$40.00
NDG124	MoonDragon Reinforcement Pack (Figures (2), stands, displays)	\$40.00
NDG131	Wardog (2 fighters)	\$14.50
NDG132	MoonDragon (2 fighters)	\$14.50

NDG121	3D Telescoped Stand with 11 universal joints.....	\$16.00
NDG199	10 Spare Universal Joints.....	\$6.50
(You don't need to have a stand for every fighter model you own, as you probably won't use that many fighters in a game. And the universal joints do separate, so stick a spare joint in each model miniature, and then each game, you can change which fighters are on the stands.)		
NDG301	Marshall Reinforcement Pack (1 Fighter, stand, display).....	\$21.00
NDG302	Pharaoh Reinforcement Pack (1 Fighter, stand, display).....	\$21.00
NDG304	Starfighter Reinforcement Pack (1 Fighter, stand, display).....	\$21.00
NDG402	Pegasus Reinforcement Pack (1 Fighter, stand, display).....	\$21.00
NDG403	Slingshot Reinforcement Pack (1 Fighter, stand, display).....	\$21.00
NDG404	Longbow Reinforcement Pack (1 Fighter, stand, display).....	\$21.00
NDG501	Marshall (1 fighter).....	\$8.00
NDG502	Pharaoh (1 fighter).....	\$8.00
NDG503	Starfighter (1 fighter).....	\$8.00
NDG504	Pegasus (1 fighter).....	\$8.00
NDG601	Gunslinger (1 fighter).....	\$8.00
NDG602	Pegasus (1 fighter).....	\$9.50
NDG603	Slingshot (1 fighter).....	\$8.00
NDG604	Longbow (1 fighter) s.....	\$9.50

Mutant Chronicles

HEA WARZONE MINIATURES RULES

144 glossy, full color pages, with heaps of color photos of miniatures, and lots and lots of stunning full color paintings and art, much of it by ex-Games Workshop staff. The rules themselves are fast moving and not too complex. All figures are rated with close combat skills, ranged weapons, armor value, leadership, actions, wounds, strength, movement, and point value. Most troops have 3 actions, with more capable troops such as captains have 4 actions. A nepharite has 6 actions. Players dice for initiative, which is a D20 + leadership score, then take turns moving one squad or character each. When a model is activated, it must spend its actions. With three actions it can do a selection of move, fire, aim, concentrate, hide, spot, give orders, wait, etc. Actions can be taken in any order and any number of times up to the actions number. A standard trooper with 3 actions can move three times, or shoot three times, or move, fire then hide. If you aim and then fire, you get big to-hit bonuses. The rules include 37 pages of pure background, and army lists & weapons lists for Capitol, Bauhaus, Mishima, Imperial, Cybertronic, The Cartel, The Brotherhood, Algoroth, Ilan, Muawijeh, Semai, and Demogonis. Includes one card sheet of counters & templates. \$27.50

DAWN OF WAR Warzone Compendium I

Includes Heroes and Villains from the Mutant Chronicles universe. Now your force can include everyone from agent Nick Michaels to Crenshaw the Mortificator to Alakhai the Cunning. Revised close combat rules enhance games, there are expanded abilities for specialised forces, and many new weapons, optional rules, new equipment, new creatures, new attack templates, etc. \$23.95

BEASTS OF WAR Warzone Compendium II

Includes vehicle rules for Warzone. Capitol Purple Sharks strafe the Dark Legion scout in the venusian jungles; Necromour squads cut swaths through Legionaries in the marian deserts, etc. The vehicles include the Mishimese Dragonbike, Brotherhood Death Angel, etc. Also new troops such as the Secret Kohorts, rules updates, vehicle ref cards and templates, new weapons. \$26.95

CASUALTIES OF WAR Warzone Compendium III

100 full color pages covering new Wolfbane troops such as Berserkers, Handcutters, Mourning Wolves; the 320th Trench Battalion and their Hurricane Walkers; new weapons and equipment, the Cybertronic Scorpion that leaps enemy models, Dog Soldiers with their Battlehounds that spot Dark Huntsmen; Tiger Dragons; Pilgrims and Pilgrim Executioners, new rules, abilities, new characters, and heaps of hideous new Dark Legion monstrosities such as Golgotha, a vile cross between a spider & a woman; the Pretorian Behemoth that can toss enemy models up to 20 inches, and the Metropolitan Prophet, which is the perfect infiltrator. \$26.95

DARK EDEN

This 102 page book is the first in the Worlds at War series. Brings the intriguing setting of Earth to the Warzone tabletop. Covers the four major Dark Eden tribes, local Corporate and Brotherhood emissaries, extensive section on the Dark Legion, also boasts, special models, rituals, prophecies, forcelists, armories, etc. \$33.00

Mutant Chronicles Warzone Miniatures

All figures are around 35mm tall, with Citadel bases

HEA9501	CAPITOL TROOPERS (4)	\$14.95
HEA9502	BLOOD BERETS (4)	\$14.95
HEA9503	BAUHAUS HUSSARS (4)	\$14.95
HEA9504	MISHIMA SAMURAI (4)	\$14.95
HEA9505	UNDEAD LEGIONARIES (4)	\$14.95
HEA9506	BLESSED LEGIONARIES (4)	\$14.95
HEA9507	WOLFEBANE COMMANDOS (4)	\$14.95
HEA9508	CYBERTRONIC CHASSEURS (4)	\$14.95
HEA9509	CAPITOL SPECIAL FORCES (4)	\$14.95
HEA9510	CARTEL SPECIAL AGENTS (4)	\$14.95
HEA9511	UNDEAD LEGIONARIES #2 (4)	\$14.95
HEA9512	BROTHERHOOD TROOPERS (4)	\$14.95
HEA9513	NECROMUTANTS (4)	\$14.95
HEA9514	ILLIAN TEMPLARS (4)	\$14.95
HEA9515	SCREAMING LEGIONARIES (4)	\$14.95
HEA9516	BROTHERHOOD ELITE TROOPERS (4)	\$14.95
HEA9517	HERETIC LEGIONARIES (4)	\$14.95
HEA9518	HELLFIRE CART WITH CREW	\$14.95
HEA9519	HATAMOTO (4)	\$14.95
HEA9520	ETOILES MORTANT (4)	\$14.95
HEA9521	MARTIAN BANSHIES (4)	\$14.95
HEA9522	COMBAT WARHEADS	\$14.95
HEA9523	SUICIDE WARHEADS	\$14.95
HEA9524	MACHINATORS	\$14.95
HEA9525	FURY ELITE GUARD	\$14.95
HEA9526	VENUSIAN RANGERS	\$14.95
HEA9527	KARNOPHAGES	\$14.95
HEA9528	DESTROYERS	\$14.95
HEA9529	BAUHAUS DRAGOONS	\$14.95
HEA9530	BAUHAUS BLITZER	\$14.95
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Necromunda

GAM NECROMUNDA

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, gantries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80 page rulebook, 88 page sourcebook, 8 paint modelling and painting guide, 2 plastic rangefinders, 30 plastic bulkheads, heaps of cardboard

Silent Death

IRO Silent Death: The Next Millennium **/##

Deluxe Edition. A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintegrating high-tech empire in the far future. This boxed set includes 168-page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missiles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules diversity of the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs. **\$80.00**

○ **Silent Death The Next Millennium Rulebook** The rulebook of the above boxed set, available separately. **\$24.00**

○ **Silent Death Rookie Rules** This is a complete game, an introduction to Silent Death. Includes a subset of the rules and components from Silent Death, while still allowing for a wide diversity of weapon types, crew quality, and tactical situations. Includes starcraft display book, 6 rookie scenarios, 9 dice, plastic missiles, torpedoes, asteroids, two 24"x36" maps, 24 plastic ships, 2 each of 12 designs. **\$35.00**

○ **Renegades: The Espan Rebellion** A supplement chronicling the Espan Civil War from the first days after its failed coup to the climactic battle high above the Espan capital of Esperanza. Includes 19 quick-play scenarios, a full campaign system that allows for repeat play, six new starcraft designs, two new weapon types. **\$16.00**

○ **Silent Death Annex: Operation Dry Dock** Since the fall of the Empire over a decade ago, many standard Imperial ship designs have become commonplace. Almost every fleet has a few Salamanders. However, within the past five years, most of these ships have undergone refits. This book has 23 previously unseen ship variants, and updated sheets for the original 26 fighters. **\$22.50**

○ **Silent Death Forces: Universal Night Watch** Through sharing resources, technologies, and intelligence, the Twelve created a brotherhood for the defense of Mankind. The Universal Night Watch was founded for the sole purpose of insuring humanity's survival against the assault of the Night Brood, horrors from beyond Terran space. There are no forces with better training or equipment, and none more willing to risk their lives for mankind. New weapons and technology, history, 12 scenarios, new ships. **\$22.50**

○ **Silent Death Hostile Takeover** Documents the presidential term of Pedro Martinez, his efforts to free Espan from the stifling yoke of Kashmere debt, and the war that resulted. Has 4 new fight wings, four new space fighters, 12 new scenarios. **\$19.00**

○ **Silent Death Races: Night Brood - First Contact** Shows in great detail the initial confrontation with the Grubs, a bellicose alien race intent on the destruction of mankind. They swarm through deep space ravaging planet after planet. Rules for using Grub ships and weapons, scenarios, 188 color counters, etc. **\$24.00**

○ **Silent Death House: Sigurd Archdiocese** The faithful of the Church of Odin believe that only they can stand against the Brood and their evil encroachment on human space. Though some call the Midgardians fanatics who are willing to throw their lives away, they know what is to come. New ship designs, scenarios, etc. **\$22.50**

○ **Silent Death Kashmere Commonwealth** Reveals the history of the greatest trading house in the galaxy. Special rules for construction of freighters and other cargo vessels, seven new Kashmere house ships & two new pirate vessels, scenarios, and a full campaign of trading caravans and pirate attacks. **\$22.50**

○ **Silent Death Rules of Warfare** A supplement for scheduling tournaments, running leagues, and organising SD events. Has multiple round event guidelines, updated optional rules checklist, display sheets for the Silent Death prize ships including the Orca, Dolphin, Piranha, cut-out color counters and maps for tabletop play. **\$19.00**

○ **Silent Death Fighter Tactics Manual** Hones the skills of most veteran players and opens new possibilities to rookies. Basic fighter maneuvers and advanced tactical theories. Tactics presented reflect the basic Silent Death rules. 3 scenarios, new prices, optional rules, six new fighters. **\$22.00**

○ **SpaceJunk** Space is still silent but it is no longer empty. Nebulas, dust clouds, radiation zones, gravity wells can now appear on ship screens in the Silent Death universe. Rules for 30 different stellar objects, satellite and outpost design rules, starfighter combat within an atmosphere, etc. **\$22.50**

○ **Sunrunners** With the end of the Terran-Hatchling War, the frontier is expanding once again, but not without conflict. This module reveals everything there is to know about the last survivors of Barat-Tuul, who after their world was taken over and infested by the Grubs, formed their survivors into tough mercenaries who hire themselves out for money or salvage or parts. One day, they will return to their world to claim it back from the Grubs. **\$21.50**

○ **Warhounds** Escort vessels - corvettes, frigates and destroyers - are the true workhorses of all interstellar navies. This supplement adds the escort class of ships to the deadly universe of Silent Death. Escorts do the grunt work of the navy, serving as long range patrol craft, picket ships, convoy & fleet escorts, fighter tenders, etc. This book includes 6 escort class ships. **\$24.00**

○ **ASP Technology** Explores the most technologically advanced Terran house and its rise to power, its near obliteration by the Hatchlings, and leaps in technology to help it survive. With 6 new fighters, 3 basic & 2 advanced scenarios, refit fighters. **\$22.50**

○ **Yoka-Shan Warworlds** The Warworlds have as many enemies as they do allies, so they invest heavily in research and development to try to keep an edge, so they have some cool stuff. Includes new technology, history, scenarios & new fighters, warhound. **\$25.50**

○ **O'raj Void Protectorate** Started as a band of colonies that had forged political and military alliances to resist piracy and the political manipulation of the other Terran Empire houses. Now a very strong military force. With 15 scenarios, 4 new fighters, 1 new warhound, 3 refit fighters, 1 new gunboat. **\$25.50**

IRO Explosive Decompression

A science fiction miniatures game of havoc and mass destruction. This is the first game besides *Silent Death* to use the Combat Express resolution system. The fast-paced, man-to-man boarding actions take place aboard Warhouse class starships from the Silent Death universe. Enemy units are not the most deadly perils: players must contend with reactor leaks, ruptured pipes, a confined environment, goop, mad robots, and explosive decompression. This boxed game includes plastic and metal figures including heavy assault troopers and commanders, robotic defense units, scenario and rule books, counters, color maps, dice, etc. **\$109.95**

Silent Death Miniatures

IR07410 WINGS OF DEATH 48 plastic miniatures same as in the game \$50.00
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Star Blazers

VOY STAR BLAZERS

Tactical space combat rules based on the classic animated science fiction series starring Space Battleship Yamato. The rules include many simple cut-out ship counters, but a fine range of starship miniatures are available below. Now you can refight the Gamilon and White Comet Wars of 2199-2201 AD. Send for the Yamato with its massive Wave Motion Gun and try to crush the Gamilon ships and eventually their empire, before the White Comet Empire decides to destroy Earth. The game rules are simple enough to allow battles between fleets, and there are ship record sheets for all ship types at the back of the rules. **\$34.00**

Star Blazers Miniatures

VOY1001	EDFS Space Battleship Yamato (1)	\$15.95
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Star Wars

Star Wars Miniatures Rules They're back! With the rules updated to make them compatible with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookies, etc. **\$30.00**

Star Wars Miniatures Companion Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, Snowspeeder, etc. **\$25.00**

Star Wars Miniatures

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Space Rangers

ICE SPACE RANGERS \$50.00
This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armour normal Space Marines. There are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slotta bases.

Warhammer 40,000

GAM WARHAMMER 40,000 BOXED SET
Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Greinchins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flamers. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc.
And best of all, the rules have been greatly updated. Intelligence, will power & control have been replaced by Leadership. So only one roll is required for all psychological & break tests. Movement has been changed: reserve move has been replaced by the run move. The Space Marines have been seriously upgraded in performance. Their toughness has been raised, they can use double bolt fire if they did not move, they can ignore their first break test failure, & they have an improved saving throw for their armor. There are now a limited number of moves in which to achieve your objective. Vehicles have been streamlined, with the targeting template removed. Special equipment is treated like magic in Warhammer Fantasy, with each having its own card. This game includes a free 40K Codex book of temporary army lists, to be used until the new army list books come out. **\$119.95**

WARHAMMER MONTHLY Games Workshop are now producing a Warhammer comic magazine, to be released monthly. Features top quality comics set in the Warhammer Fantasy and Warhammer 40,000 universes. **\$5.00 each or \$55.00 for 12 issues.**

CODEX ASSASSINS The Imperial Assassins are totally awesome combatants, each one trained to excel in all the arts of death and use some of the most deadly weapons in the Imperium. This book gives rules and background for Vindicare, Callidus, Everson and Culexus Assassins. **\$16.00**

CODEX SPACE WOLVES Covers the creation of the Space Wolves, once lead by the mighty Leman Russ, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters such as Njal Stormcaller, Ulrik the Slayer, Ragnar Blackmane & Logan Grimnar. Includes all the weapons, point values, etc. **\$31.50**

CODEX ELDER The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Eldar psyche and the mysteries of the Eldar Path. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Characters include Avatar, Farseers, Warlocks, Exarchs, and heroes like Asumren, Manguan Ra, etc. Special rules for elder weapons and wargear, and new wargear cards including the Laser Lance, Wraith Cannon, etc. **\$31.50**

CODEX ORCS 96 page book detailing the orcs, gretchin, and snottlings. Includes their history, a battle report, painting guides, dreadnoughts & special weapons, such as the Shock Atlatl Gun and its snottling ammo, and those crazy Orky artillery, most of 'em with a 1 in 6 chance of blowing up every time you fire the stupid things! and characters, comprehensive army lists, and an 'eavy metal painting guide. **\$31.50**

CODEX ULTRAMARINES The Ultramarines are the greatest of all Space Marine Chapters, and they have some pretty amazing and powerful stuff outlined in this Codex. For example, Marneus Calgar, the Master of the Ultramarines, has a Strategy Rating of 6! as well as Terminator Gauntlets with twin bolters; Chaplain Cassius makes his squad immune to fear of Tyranids; Captain Invictus has a plasma blaster and can have a Terminator or Veteran squad as a bodyguard, each member of which can have a wargear card; rules are included so that you can field the feared Legion of the Dead, who never have to take a leadership test, there are a whole host of deadly vehicles, and great variants for support weapons, etc. With history, painting guides, organisation, and more. **\$31.50**

CODEX TYRANIDS At last the Tyranid Codex is here, and it was worth the wait. The Tyranids are now even more a force to be reckoned with. New beasts include Gargoyles, which are flying Termagants armed with flamers; Horgomags, which are tough Termagants armed with 4 scythe like claw arms; the Lictor, a

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Tyrannid sized assassin which cannot be spotted when hiding. Zanthrope, a special psyker monster, spore mines & their living launcher. There are a heap of new weapons, including the venom cannon, barbed strangler, devourer, spineset, etc; and lots of living bio wargear, including regenerate wounds, voltage field, adrenal sac, sharpened claws, etc. I have a large and impressive Tyrannid army. For 2,000 points I like to field around 5 - 6 Lictors with Voltage fields and about sixty Hormagaunts, lead by a mighty Hive Tyrant with a Venom Cannon. Termagants with Stranglewebs are a handy way of sticking enemies in place. **\$31.50**

CODEx IMPERIAL GUARD The Imperial Guard is the largest and most powerful fighting force in the galaxy. Fighting across a hundred war zones and upon ten thousand planets, the ultimate war machine of the Imperium never ceases in the constant struggle against mankind's enemies. This 112 page book covers the planets and histories of most famous Imperial Guard Regiments. It gives special rules for the Imperial Guard, all their unique weaponry, wargear, and multitude of tanks. Organisation details, painting guides. **\$31.50**

CODEx ANGELS OF DEATH The Codex which covers the Blood Angel and the Dark Angel Space Marine Chapters. The Dark Angels were the first Space Marine Legion: they are serious, slow to anger, but tenacious and unstoppable. Their history contains a dark, dark secret, which even today the chapter is trying to remove the stain. This dark secret, and other secrets, are revealed fully in the book. The book covers the Deathwing, all the special characters & their wargear cards, etc. The Blood Angels are the most ferocious and blood-thirsty of all the Space Marines. Includes Dante their leader, and the other special, the Death Company, the whole history of the chapter, with their own secret curse and attempts to be rid of it. This is a great book! **\$31.50**

CODEx CHAOS Out of the Eye of Terror the forces of Chaos burst forth to wreak death and destruction upon the galaxy. This book contains descriptions and army lists for all of the most infamous Chaos Space Marine Legions, including the World Eaters, Thousand Sons, Death Guard, Emperor's Children, etc. Includes Terminators, Noise Marines, Khorne Berserkers, Plague Marines, Dreadnoughts, hoards of daemons and creepies of all descriptions. Also new Wargear Cards, templates for Chaos weapons, etc. Of special interest are two "optional" army lists, you can only use them in campaigns or special pre-arranged scenarios - you can't use them in tournaments. These are the Chaos Cult Army List and the Daemon World Army Lists. The Daemon World army is so good you'll understand why. **\$31.50**

CODEx SISTERS OF BATTLE Foremost amongst the fanatical warriors of the Ecclesiarchy are the Battle Sisters of the Adepta Sororitas. This book contains full details and rules for all the fighters of the Ecclesiarchy from the Frateris Militia to the zealous Confessors, stalwart Preachers, questing Missionaries, Sister Superiors, Canonesses, elite Seraphim squads and the awesome flame-throwing Inmolator tank. With full army lists. **\$31.50**

SQUAT ARMY LIST Armocast have produced an excellent Squat Army List in their great *Inquisitor Magazine # 15*, which contains articles written for 40K. The list is divided into two separate armies; Brotherhood and Engineers Guild, each with separate army lists, but you can field a force containing both armies, with each meeting all requirements. The lists include Heartguard troops, Ancestor Lords, Berserker Squads, trikes, bikes, vehicles, support weapons, Engineer Guildmasters, Demo Diamond, Ruby, Iron, and Lightning Hammer Squads, plus wargear lists, wargear cards, etc. **\$7.50**

WHITE SCAR MARINE CHAPTER An excellent though unofficial new Space Marine Chapter is given in *Mars Magazine # 3*: the White Scar Marines. These marines have modelled themselves upon the medieval Mongols. The army list contained in this magazine uses the Codex Ultramarines as a base, but lists many changes and special characters, which include: Scouts riding horses, veteran squads riding bikes, the chapter leader, Baidar Khan has his own personal Leman Russ and he fires the turret weapon with a BS of 7, Subatai Khan with special lightning claws, A Shaman as a psyker with a special bonus ability, and other characters! **\$5.00**

DARK MILLENIUM The boxed supplement that every 40K player needs to complete the game. Has 60 Psychic cards, 24 Vehicle Datafax cards, 8 Psychic Power templates, 10 Vehicle cards which provide extra equipment such as super charged engines and add-on missiles, 55 Wargear cards to add to those in the 40K boxed set, 18 Strategy cards, 4 new mission cards (2 new missions), a deck of 36 Warp cards, assorted counters, and of course, the rulebook! And the new psychic rules are heaps better than those in the 40K boxed set. If anything, they now have less impact. Players draw a number of psychic cards in proportion to how many psykers are in the game, eg. if there are 3 psykers, you throw 3D6, and get that many cards evenly distributed between you. These cards include power cards and nullify cards, as well as some special ones. You use these to activate your psychic powers. **\$67.00**

EAZY METAL MODELLING GUIDE 80 pages of full color photos, this modelling guide contains everything you need to know about modelling. There is detailed information about all of the different techniques for preparing, assembling, and converting single miniatures and vehicles, and building dioramas. This book can be used in conjunction with the other two 'Easy Metal Painting Guides'. Includes making your own bases, miniatures with plastic and metal components, converting plastic cavalry, head and weapon swaps, and various army leaders including Blood Angels Captain, a Chaos Dragon, etc. **\$30.00**

HOW TO MAKE WARGAMES TERRAIN Nothing looks better than a gaming table crammed with exciting scenery. This book shows you how to design and make terrain for wargames. Using simple techniques and readily available materials, you can produce all sorts of models from simple woods and hills to amazing fantasy castles and cratered battlegrounds of the far future. Highly recommended. For 'Warhammer Fantasy & 40K'. **\$30.00**

STORM OF VENGEANCE Nine challenging battles in a variety of different formats for Warhammer 40,000! Two mighty Ork warlords, Ghazghkull and Nazdreg, have joined forces to invade the Imperial planet of Piscina IV. It's up to the 3rd Company of the Dark Angels, led by Master Belial, to contain the Ork's initial onslaught and reclaim the world from their savage green skinned foes. Includes a large Power Plant card building with plastic pieces, a warp portal card template, scenario book, and two briefing books. **\$36.00**

INQUISITOR MAGAZINE # 16 A Warhammer 40,000 forum magazine, this one featuring Chimera variants which have full datafaxes, datafax for Super Heavy Baneblade, Super Heavy Shadowsword, Tempest, and Tyrannid vehicles. **\$7.50**

Warhammer 40,000 Miniatures

40K Boxed Armies

BLOOD ANGELS SPACE MARINE ARMY **\$280.00**
2000 point army - 50 piece set including dreadnought, terminators, characters & lots of marines.
SPACE ORK ARMY **\$300.00**
1800 point army - Ghazghkull, Makari, Runtlerd, Shokk Attack Gun, Goff Boyz Mob, Snakebite Boarboyz Mob, Stormboyz Korp, Blood Axe Kommandos, Gretchin Mob, Splatta Cannon, Dreadnought, Snottlug Herd.
ELDAR ARMY **\$310.00**
2000 point army - Eldrad Ulthran, Assurmen, Warlock Dark Reaper Squad, Dire Avenger Squad, Howling Banshee Squad, Swooping Hawk Squad, Sinking Scorpion Squad, Fire Dragon Squad, Guardian Squad, Warp Spider Squad, Scout

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KOP Opaque Round Dice 6 Sided What? How can you have a round dice? Well, each dice is perfectly round, and has spots from 1 to 6. And inside the dice is a small metal ball that falls into slots beneath the numbers. So although the dice rolls for a while, it always comes up with one number. Cute! In several colors. **\$2.75**

KOP Neon Round Dice 6 Sided Another round dice the same as above, except this one also glows in the dark. Shame we ain't got glow in the dark screens or miniatures! **\$2.75**

CHX Elemental Dice These are stunning speckled dice that represent each of the four elements. The four types are *Air Elementals*, *Sea Elementals*, *Fire Elementals*, *Earth Elementals*. Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) **\$10.95 each**

CHX Speckled Dice These are stunning speckled dice like the *Elemental Dice*. The colors available are: Jungle Camouflage, Strawberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Sea Foam, Barracuda, Hurricane, Coral Reef, Forest, Pluto, Venus, Mercury, Terra, Uranus, Mars. All have 7 dice, a D4, D6, D8, D10, D12, D20, DTens10s. **\$10.95 each**

CHX 22mm D6 Speckled Dice (3) These are the same style of speckled dice as the Elemental dice, except bigger! Each set includes 3 of the same type of speckled 22mm D6 dice. Colors are: Desert, Jungle, Water, Fire, Sun and Earth. **\$7.00**

CHX 36mm D6 Speckled Dice These are the same style of speckled dice as the Elemental dice, except bigger! You get one large 36mm D6 dice. Colors are: Air, Fire, Earth, Water, Jungle and Desert. **\$11.00**

ARMEDIE-100 BattleTech Dice (6) This includes six stunning pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the number six. \$5.95 The dice are also available individually for \$1.20 each. They are House Kurita, House Steiner, House Liao, Clan Ghost Bear, Wolf's Dragoons, and Wolfest.

ARMEDIE-110 BattleTech Dice (6) This includes six stunning pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the number six. \$5.95 The dice are also available individually for \$1.20 each. They are House Kurita, House Steiner, House Liao, Clan Ghost Bear, Wolf's Dragoons, and Wolfest.

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Wargames Accessories

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ARM0090/12 Metal Needle Files Set (12) A magnificent set of twelve different miniature files for using on miniatures. Each handle is scored to enable a strong grip, and the files include a flat rectangular file, flat pointed file, 2 different round files, triangular file, square file, round files, etc. Fantastic value. **\$29.95**

ARM17018BL Grip Art Knife with Black Handle A heavy duty modelling knife with a long black rubbery handle to aid your grip. This is top quality. **\$5.95**

ARMP-319 Dual Helping Hand with Magnifier A great aid to painting miniatures. This is an extra pair of hands. It includes a sturdy, weighted base with two adjustable grips for holding any miniature or part, and an adjustable magnifying glass 65mm in diameter, so that you can paint those tiny details without going blind, while the grips hold the figure motionless. No more shaky hands. **\$31.95**

WEL Magtags - Adhesive Magnets (100 x 4cm x 2cm) Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. **\$8.00**

JED Thick Figure-Basing Cardboard We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardboard is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign mapboards!) **\$3.50**

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We now have a new source of Milliput - which means that each stick is fresh and soft. Milliput is a versatile putty which adheres to and will seal or bond metals, wood, plastic, glass, brick or cement; it can be sculpted and when it's gone hard in two to three hours, it can be turned, sawn, drilled, tapped, filed, sandpapered, or painted; it can be used for mould making and can be cast.

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